

PRIMA'S OFFICIAL STRATEGY GUIDE



RED FACTION™



Keith M. Kolmos

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Based on
a game
rated "M"
by the
ESRB

REFACTION™

Prima's Official Strategy Guide

Keith M. Kolmos

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INTRODUCTION

Mars in the Near Future

Mars is the planet of opportunity, its mineral wealth feeding the insatiable needs of Earth, a planet stripped of raw materials and minerals. Ultor Corporation, aptly named after the ancient Roman temple dedicated to Mars, the god of war, owns all the mining rights on the planet. The company is an expert at maximizing production while minimizing costs. Fortunes are made as cargo ship after cargo ship returns to Earth filled with precious Noachite.

Mine workers, misled by promises of adventure and easy money, arrive on Mars by the shuttle load. Few ever make it back to Earth. Conditions in the Ultor mines are brutal. The work is dangerous and the miners' living quarters are disgusting. Environmental suits and bunks are shared among miners on different shifts. Food is lousy and in short supply. And beatings from Ultor guards are commonplace.

Worst of all, a mysterious, disfiguring Plague is running rampant through the mines. As the death toll rises and Ultor remains complacent, the miners' fear and discontent grow. Pamphlets and posters from an underground organization begin showing up all over the mining complex. Signed by the mysterious Eos, the pamphlets tell of bizarre deaths and missing comrades and urge the miners to take action against Ultor. Tensions run high. The mines are wired like a powder keg. All it will take is a spark...

During a shift change, a young miner is brutally assaulted by an Ultor guard. Another miner, Parker, witnesses the brutality and is quickly caught up in the chaos. He has no choice. Kill or be killed. A rebellion explodes across Mars.

Can you live long enough to become a hero?



You assume the role of Parker, a young recruit in the Red Faction. Can you keep him alive?

Guide Details

Welcome to *Red Faction: Prima's Official Strategy Guide*. The smash hit PlayStation2 game is now ready to storm the PC gaming market. We've had time to sit down with THQ's great game, and we've got all the maps, strategies, and tips to help you survive the revolution. Chapter 2, "The Characters," introduces you to the game's principals, while chapter 3, "The Bad Guys," lets you know your enemies. What are you going to fight with? That information is in chapter 4, "Weapons and Objects." Chapter 5, "Gameplay Basics," gives you the lowdown on how to handle the enemy and stay alive. Chapter 6 is the big one, with the maps, screenshots, and strategy to get you through each and every level. Finally, chapter 7 provides multiplayer strategies.

The revolution depends on you.

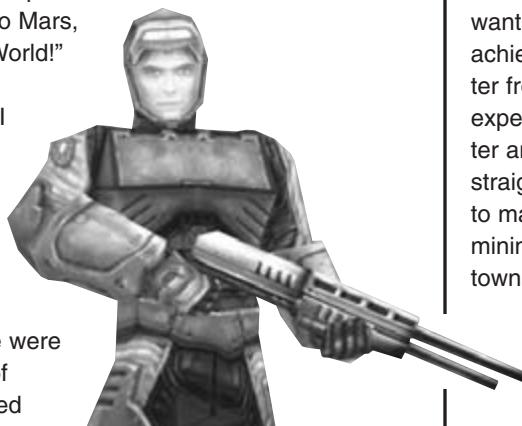
Long live the Red Faction!

2

THE CHARACTERS

Parker

I can't believe how stupid I was. Yeah, "Come to Mars, Help Make a New World!" How could I have believed that crap? I remember laughing at that stuff with my friends. We'd drive up to Chicago and do the big city. We could always tell we were in the wrong parts of town when we started seeing prop-balloons



floating over the streets, blaring out corporate BS. You'd hear incredible lies from the Army, Merc Corps, PDNC, Ultor—all the big orgs that wanted to put warm bodies in bad places. You wondered who'd buy those lines and sign up. Now I know.

Jake you could see doing it. He signed up for the Navy right out of high school. He had no choice, really. When you barely make it out of HS and there aren't any jobs, you take what they offer you. He's on a Navy cruiser out in the Belt somewhere, last I heard. It's like the Wild West all over again, he says. Prospectors, claim-jumpers, company goon squads, you name it. Life's cheap out there and it's a seller's market. He'll end up sucking vacuum before his tour's over.

I always thought I was different, better than most. Mom and Dad—Dr. and Dr. Parker, if you please—had my life all scoped out. Private schools, tutors, prep school, Ivy League for undergrad, then grad school and on to a glittering career in academia. They had me running their little maze. Lots of twists and turns, but only one way it could possibly end up. Who'd have thought their lab rats would be the only ones to reach the cheese?

I just couldn't take it anymore. Never being able to separate what I really wanted from what they'd trained me to want. Not knowing where I began and they ended. No achievement was praiseworthy. When the acceptance letter from Harvard came, they took it like no big deal, just an expected turn in the maze. I went nuts. I ripped up the letter and stormed out of the house, hardly able to see straight. I wanted to do something that wasn't another item to mark off on their progress chart. Signing up for Ultor's mining operations on Mars sure fit that bill. I drove downtown, saw one of their recruiting offices, and it just clicked.

It was like my brain was running on autopilot. I walked into the office and it all went so smooth and fast. The whole place was designed to ooze inside your head and let you know Mama Ultor was going to take good care of you. Thick, neutral carpeting, bland, gently curving walls, soft lighting, a friendly helper to lead you through the whole process. If Hell opened a tourism office downtown, they'd do it just like that. Maybe they already have.

I was still in a daze when they took me to the shuttle and strapped me into a shallow indentation in the floor. There were dozens of other new recruits in the passenger compartment, all cocooned into dents of their own. After the shuttle took off for Mars, I finally snapped out of it. When freefall hit, I unbuckled and dodged floating globules of vomit (people, I realized, don't properly chew their food) and made it to the door relatively unscathed. I opened it, but before I could step out of the room, the toughest-looking guy I'd ever seen filled the doorway and told me to get back in or he'd "rip me a new one." I stepped back inside and he slammed and locked the door.

Landing was another bad omen. Strapped into our dents, we watched the puke blobs float around, wondering how many of them were going to land on us, everyone hoping they'd hit the people to either side instead of themselves. The sounds and smells of planetfall were beyond description. It was a good introduction to life in the mines.



We were herded out of the ship and into the new arrival processing area. I've got to hand it to Ultor—they let you know your place in the food chain right away. We were shoved into a tile-floored chamber, told to strip, and then fire-hosed from sprayers in the walls and ceiling. People were flopping all over the floor. Once we were thoroughly soaked, stunned, and disinfected, they issued us uniforms. Mine didn't fit right; no one's did. Someone tried to return his and get a different size. He was beaten by security guards and dragged away to the infirmary. The rest of us just huddled a little smaller and went where they told us to.

The barracks are a nightmare. Narrow bunks are stacked in dank rooms, trash litters the floor, graffiti covers the walls—every horror story I'd ever heard of worker barracks has come to life. Turns out everyone shares a bunk with another miner. He sleeps while you work and you sleep while he works. The other eight hours, I guess the bed lice get a rest. It's pretty gross, but you get used to it. I don't even want to think about the trough urinals and communal showers.

Drugs spread like mold in the barracks. It's hard not to give up in this place. Tossing in the towel and paying for a few hours of oblivion really appeals to some. Giving up's not for me, but lots of the people who arrived with me are already half brain-dead. Ultor's got to know about it; maybe they even get a cut. Zombied-out workers don't complain as much, so I can see Ultor having a hand in it.

The only good thing about the work is that it gets you out of the barracks. Those envirosuits are hot as hell to spend eight-hour shifts in, though. To make it extra nice, three workers share each suit, one per shift. The suit's

sweaty, hot, and smelly when you climb into it, and it's worse when you climb out. They spray them down between shifts, but it doesn't do much good. Once you're down in the mines, it's pure grunt work. Smashing rock out of walls, trying to follow a vein of Noachite when your face-plate's all fogged up from the humidity inside your suit, stupid bots ramming into you when they grab chunks of ore—I'm surprised more miners don't go berserk during their shifts.

I don't know why Ultor has human miners doing this. It's got to be cheaper to have bots do it, and they certainly have enough bots. I've asked around, but no one knows.

Most don't seem to want to think about it, maybe figuring they'd be out of jobs if Ultor decided to use bots. Or maybe they're just too zoned out or discouraged to care. There's something soul-draining about doing a job that doesn't seem important. There's a cancer here, eating away at us, hollowing us out from the inside.

Seems like everything that can go wrong around here does. Everyone's at the breaking point. Fights erupt all the time. A guy got knifed yesterday in my barracks. The argument started over nothing, then escalated into shouting and pushing; a blade came out, and then the guy bled to death right on the floor. The guards didn't even investigate. It seems to be happening a lot lately.

We're scared and angry. It's not just the fights or the work or the living conditions. Something else is happening to us, beating us down. Miners are getting sick. Not flu-sick but something worse. Every day, dozens of miners collapse, in the mines and in the barracks, without warning. One minute they're fine, the next they're on the ground, writhing in pain or sometimes unconscious even before they hit the floor. And there's something wrong with their faces too. They seem... puffy or stretched. Some say that they've seen sick miners whose faces are bulging or pulsating. People call it the Plague. Everyone's on the verge of panic.

Lately, there've been pamphlets slapped up on the walls of the barracks and cafeteria. They're calling for miners to go on strike against Ultor, to refuse to work. Some of the flyers even urge us to



attack the guards, to get back at them for all the years of mistreatment. No one knows who writes them. The pamphlets are signed "Eos." Some say it's the name of a group; some say it's the name of a woman who's trying to stir up the miners.

The security guards tear down the pamphlets as soon as they see them, but the damage has already been done. Dozens of people read them. In a few hours, hundreds of miners are talking about the latest pamphlet. People are grumbling, glaring at guards, and openly muttering about a strike or worse. It gets uglier every day.

I don't know what to think or do. I just want to get out of here alive, somehow. Harvard sounds better all the time.

Eos

There's no going back now. We've finally made a move, after all these years of planning and talking. With last night's attack, we're finally committed. Orion rigged the bomb. Once he was clear, I hit the Alert button outside the cafeteria. When the security guards ran out of their barracks, the blast took out six of them. That should stir things up.

I can't think of them as people. There's too much at stake here. They work for Ultor, helping the company kill miners. They're the enemy. Too many of my friends have died to feel pity now. We need to harden attitudes on both sides, to make conflict inevitable. Once miners realize they have no choice, once they know their lives depend on defeating Ultor, then they'll fight. And we'll win.

I can't believe it took this long. Ultor's made us live like animals for so many years that we've forgotten we're human. People have been beaten down, physically and mentally, and it's going to take a strong shock to get them back up. We're going to provide the juice, even if it kills us. But no matter what, the miners here will never go back to lurching through life like zombies. We're going to make sure of that.

Everyone talked about how awful life was here, but no one would do anything about it. They were scared they'd turn up missing at the end of a shift. I had to do some



thing. Dad didn't raise any whiners. He clawed his way up through the ranks, starting out chewing rocks in the tunnels, and now he's a shift foreman for Sector T-2. He worked and fought for everything he has; he says that's the only way to get it.

I know better than to look to my dad for approval, though. He'd hate what we're doing. Nothing could shake his loyalty to Ultor. Not even Mom's death made him question that. She was one of the early Plague victims, over four years ago. Something about the reactions of the docs and techs in the medical facility made me wonder what was really going on. When she died, I saw guilt burn across a doc's face. I started screaming, blaming Ultor. My dad dragged me back to our apartment and locked me in my room until I stopped yelling. He refused to hear it. But I knew. I just shut up and churned inside.

That night, I decided to rid Mars of Ultor. I had to do it for my mom, for what they did to her. It began with getting Orion on board. We'd grown up together and I knew I could trust him. I started talking to him, sketching out my plans, such as they were. We met between shifts, in places deserted and crowded, anywhere we thought we could avoid attention, always looking over our shoulders. We knew we couldn't do it by ourselves, so mostly we talked about who to ask to join us.

We had to be sure of everyone we brought in. One slip, one untrustworthy member, and Ultor would have us. Ultor is everywhere in the mines, with security guards, cameras, bots, listening devices, and monitoring software. I think they use even the maintenance bots to keep tabs on us. The worst are the human spies. You wouldn't think anyone here would want to spy for Ultor, but some do. When we uncover a spy, we arrange an accident in the mines. Crude but effective.



The idea of getting rid of Ultor has been our biggest stumbling block. For most people here, Ultor is Mars. They hate the guards, the barracks, the food, the restrictions—everything about life here. But they can't make that conceptual leap to how much better things would be if Ultor were out of their lives. We talk about

eliminating Ultor and they look at us as if we'd said they'd be better off without oxygen in the air. I swear, Ultor's done something to their minds. Orion says that's just the way people are. If they're not willing to fight, they make themselves believe that things aren't so bad after all.

So it's been a long, slow road to gather fellow revolutionaries. It's taken four years just to get to this point. Sometimes, I've despaired of ever being able to strike out against Ultor. Whenever I feel like giving up, I think of my mom and my dad. That's all I need.

As our core group grew, it got harder to meet without arousing suspicion. Orion and I decided to create a smokescreen of athletic competitions between miner barracks. Each barracks could field one or more teams to meet in weekly contests. We submitted a proposal to Gryphon, Ultor's deputy administrator. It made my skin crawl to ask him for something, but he quickly approved the idea. He thought it would boost miner morale. He even insisted that Admin run the league. That was fine with us. Pretty funny that Ultor's helping us cover up our activities.

It was Orion who came up with the name Red Faction for our team. He thought the political sense of "Faction" would have meaning only for us. And the "Red" symbolized that we represented all of Mars. The name clicked with everyone, and Red Faction became the first team to join the new league.

Once the league got underway, we met several times a week for "training" sessions. We couched all our planning in sports terms. This gave a lighthearted feel to a frightening undertaking. Our meetings were also less dangerous because Ultor had to spread its monitoring efforts among the many teams in the competitions. Of course, we got clobbered every week in the actual contests, but we didn't care. That had the side benefit of preventing anyone from wanting to join our team; everyone called us "Dead Faction." The Admins running the league even started listing us that way in the league standings. But we'll have the last laugh.

We all took code names to use within the group. It probably doesn't provide all that much protection, but it makes us feel a little safer. We'll see. Keeping the group small should help too. There are 23 of us now, plus a few probationary recruits. Few enough to be fairly certain there are no leaks, but more than enough to rally groups of miners against Ultor when the time comes.

Sometimes it bothers me how much the others look to me for leadership. What if I get captured or killed? I'd hate for everything to fall apart if something happened to me. Orion's the only one with any

initiative. Maybe I've been too forceful, but someone had to do it. We'd still be sitting on our butts complaining if I hadn't taken charge.

Last night's action might have gotten the ball rolling. The security goons are freaking out. I heard they dragged some miners off the third shift and beat them. Everything's primed for the rebellion to start. All it needs is a spark.

And once it gets going, we'll be there to lead it. For weeks now, we've been blanketing the barracks with pamphlets condemning Ultor and blaming them for everything wrong on Mars. The writings are signed "Eos." I would have preferred to have them from us as a group, from Red Faction, but that would have given us away immediately. Orion also said the miners needed someone to believe in and follow, not another faceless group. I don't know if I buy that, but it's good enough for now. Once the rebellion begins, though, everyone's going to know that Red Faction is the driving force behind it. There'll be no more hiding.

We've been stockpiling weapons for months now. We've quietly stolen weapons from a bunch of weapon lockers at guard barracks and posts. We had to break into only the first couple we raided. After that, we found the doors unlocked to every post we tried. The weapon cabinets were unlocked too. It freaked us out the first time it happened. We figured Ultor was on to us and backed off pretty quickly. But when we found the door to another weapons locker open a few nights later, we took some weapons and boxes of ammo and got out fast. The doors have been unlocked every since. We still have no idea why. We don't know if Ultor's doing it or someone else, but we're going to grab weapons as long as we can.

We don't take more than a few weapons and boxes of ammo from each locker. No need for Ultor to find a weapon locker completely stripped and then hit the panic



button. This way, the execs will think the guards are either stealing a few weapons or breaking them and grabbing replacements. They won't know miners are armed until the bullets are coming out the backs of their skulls.

We've cached the stolen weapons throughout the mines and barracks. When the rebellion starts, Red Faction members will head to the nearest cache and hand out weapons to any miner willing to fight. The security guards are used to bullying unarmed miners; they're in for a big shock.

I don't know what to do about the mercenaries that Masako brought here, though. They're tough, and so is she. We'll make some feints at important installations around the complex, maybe get the mercs dug into defensive positions. If that doesn't work, we're in trouble. The mercs will slice right through us if they go on the offensive too soon. If we move fast enough, they won't hit us until we've settled with the guards and gotten everyone armed. Our sole advantage is numbers, but I don't want to waste thousands of miners in human wave attacks.

The next few days are going to make or break us. Four years of planning and plotting are either going to pay off or get us all killed. Getting rid of Ultor is the goal for everyone else in Red Faction. But I want more. I want to know who's behind the Plague. And I want them to die.

Ultor denies there's any problem. First they said that it was just a stress response on the part of weaker individuals. When everyone got done laughing and then screaming about that one, they came up with a new rationale. They now claim that it's a Martian virus, infecting miners by some unknown means. That scared people; did Ultor think we'd be reassured to hear that there's something in the air that's killing us? There were riots in a few of the barracks after hearing that. Ultor claims they're doing everything they can to combat the virus. Their doctors and technicians are all over the barracks and even in some of the mines, giving everyone shots and pills. They say that their efforts are all that's keeping the virus from killing a lot more.



Hendrix



Growing up, I never heard anything negative about Ultor. Mom and Dad gave their lives to the corp, in more ways than one. They blamed the

Plague on bad luck, a Martian virus, bad air—anything but Ultor. When you're in the belly of the beast, you shy away from wondering if it has your best interests in mind.

They wanted to keep me out of the mines in the worst way. They pushed me to excel at my studies and glowed with pride at every achievement. As long as I did well in Ultor's schools, I could stay out of the mines. If my grades dropped, I'd be down in the tunnels with my parents. It was good motivation.

I took all the tech courses I could. Not just the mechanical stuff that Ultor pushed on all of us, but compsci, physics, chemistry—everything they'd let me into. It was a world beyond the gritty, machine-oil-and-red-dust place I lived in every day. My studies took me above all that.

Ultor had me pegged for a technician slot from the time I was 12 years old. They claimed tests showed I didn't have the aptitude for more advanced studies. I never believed that they told the truth about the test results. It was all so easy for me. When they stopped letting me into certain classes, I just borrowed the tapes from someone who was allowed into them. I suffered through the mechanical and applied courses during the day, but I lived for my nighttime studies.

That was when I first realized that Ultor's rules could be bent, even broken. This opened a whole new world for me. I started looking for ways around their regulations. The deeper I got into my clandestine compsci studies, the more I wanted to start hacking into Ultor's systems. I knew I had to be careful, though. I'd seen what happened to people who got caught breaking the rules. One of my best friends when I was little was Danny Curtis. He was born on Mars, too. When we were nine, his dad supposedly stole something from the machine shop where he worked. He got

caught and the whole family just disappeared overnight. The supervisor of the apartment complex said that they'd been sent back to Earth. I was young, but I wasn't stupid. I could tell my parents didn't believe her either, but they looked at each other and at me and didn't say anything.

So when I started hacking, I made sure I wouldn't get caught. I broke into unimportant systems, like the lock controls for our apartment. I cracked the code for that after a few nights' effort and then amused myself for a week messing with it. I'd change the keylock combo just before my parents came home and monitor the system while they uselessly punched in the keycode a few times. Then I'd trigger it after they'd given up, and the door would slide open. I started to feel guilty after the first few times I did it, though. My parents were so worn out after eight hours in the mines that they barely had the energy to open the door, let alone puzzle out why the lock was acting up.

I wormed my way into other systems for our apartment, too. Within a few days, I could make the lighting, climate control, and cooking subsystems do anything I wanted. I didn't do it while my parents were around, though. Too much frustration in their lives already.

It took me a long time to get up the courage to crack a system outside our apartment. I kept picturing Danny and his family. I finally screwed up my nerve and started to hack into the grading records for our complex's school. I figured security would be pretty lax there, all things considered. It took me about two weeks of cautious trial and error, but I finally got in. I made sure I just looked around, didn't modify anything, and got out quick. When no one came knocking at our door over the next few days, I went back in and made some small changes to test scores for a couple of my friends. I was afraid to do more, as the teachers might notice.

That was the start of what makes my life here tolerable. For years, I stayed within the boundaries Ultor set for me. I took all the courses they felt a midlevel technician needed. When I finished the tech program at age 15, they put me to work in the robot maintenance division, working on bot electronics. For the past 10 years, I've worked long

and hard at it, rising from maintenance to SciLab support and now to security technician.

All that time, my real work has gone on at home. One of the first subsystems I looked for was Ultor's snooper/tracker programs. By watching them work, I figured out how to avoid detection on my nightly forays. They're not that smart, so it wasn't hard. I learned to mask my terminal's network ID and to slip in and out of nodes across the complex. I felt safer then and began to explore farther. I cracked hundreds of Ultor systems, never touching data or code, never leaving a trace (at least I hope not). Over the years, I've broken into almost every important system in the mining complex.

The exceptions are certain areas within the SciLabs' computer subnetwork and the medical facility subnetwork. All files within these areas are surrounded by incredible security and layers of complex encoding. When I first encountered the SciLab section of the network, over two years ago, I took one look at its cocoon and immediately broke contact. It scared me to death. Every three months or so since, I get up the courage to probe the SciLab or medifac subnets again, but I've always been scared off by the thought of finally getting caught. I'm not even sure I really want to see what's inside anyway. I've got a bad feeling about it.

Those network sections are under the personal security of Dr. Copek, the head of Ultor's Science Labs. I used to see him every so often, lurching through the labs, when I worked in the SciLab tech support division. He's the scariest person I've ever met. He looks like he's half robot, with implants all over his body. I think most of my fear of the SciLab subnet centers on running into Copek, even in a virtual arena.

Everything I've discovered during my explorations is in my head. Mom once found notes I had written and asked me about them. I convinced her they were for a computer systems class, but it taught me a valuable lesson. Just as I was careful not to leave a trace in the virtual world of Ultor's computer network, so I also couldn't afford to leave physical evidence in my apartment or workplace—no password lists, notes, or records of any kind.

For years, I've existed in two worlds. The physical world that I share with everyone else here is the daily drudgery of this hellish mining complex. But the virtual world of Ultor's computer net is mine alone. I've never





talked about it with anyone, and I've never spotted another human presence among the autonomous programs that run the complex.

The irony of my current position doesn't escape me. Here I am, a security technician, entrusted with observing and maintaining a roomful of security monitors and data analysis equipment. I can watch activity

in dozens of areas throughout the mining complex. I can also switch a monitor to show the view through any miner's helmetcam, giving me a choice of thousands of mobile cameras. And yet, I might be Ultor's single greatest security risk.

With what I know about the systems here, I could probably bring the entire mining operation crashing down. But they'd be sure to find me then, and I don't even want to think about that. I can help out anyone who wants to fight Ultor, though, whatever I can do without much risk. Maybe keep the rebels one step ahead.

There are some miners who're willing to start a revolt against Ultor. The one making the most noise right now goes by the code name Eos. Her group has been posting flyers urging miners to rise up against Ultor.

I know who Eos is. Worse yet, Ultor knows too. That's how I found out—by looking through Ultor security files. I want to warn her, to tell her that Ultor's on to her and is biding its time for some reason. But I can't bring myself to contact her; I can't risk exposure. They're watching her and they might catch me.

So I sit and watch too, hoping things turn out OK. I've been watching for years now, as things slowly fall apart, as the miners and Ultor get closer and closer to a final confrontation.

That's the way I've always dealt with the world—by sitting and watching. Even when my parents died. They both seemed like they'd live and work forever. One day, a little over a year ago, we had just finished dinner when Dad started shivering and twitching, more violently every second. He flopped onto the floor before Mom or I could reach him.

His face was bulging and stretching like it was made of rubber. Lumps were moving around under his clothes

too. Mom freaked out. I called the medics, but he was dead before they got here. They said it was the Plague and had no idea what caused it.

I'd heard of the Plague, of course. Lots of people on Mom and Dad's shifts have been hit over the last few years. It always strikes suddenly. Sometimes the victim dies within minutes, and sometimes he or she is still alive when the medics come. None of the miners taken away by the medics ever come back, so I'm pretty sure they die too.

After Mom got over the shock of Dad's death, she got mad, really mad. Dad had been in for his annual checkup at our section's medical facility just a week before, and she thought they should have found it then. She railed on and on, night after night, about the medics' incompetence and how they could have cured him of the Plague. She went in for her annual four months later and came back ticked off all over again. Turns out she gave them a piece of her mind the whole time she was in there. Three weeks after that, my supervisor came into the monitoring room and told me Mom had collapsed in the tunnels and died before they could get her to a medifac.

My annual checkup is in two weeks; I'm not going.

Since Mom's death, I've gotten bolder about probing the subnet defenses. I'm not going to sit around and watch things happen anymore. I don't care as much now if I get caught. There's nowhere near as much to lose. The apartment's so empty with just me here. Sometimes, late at night, I wonder if what happened to my parents was my fault, somehow connected to my journeys into the computer net. In the light of day, it seems ridiculous, but I can't shake the feeling. Maybe something worse is going to happen to me if I don't stop.

When people whisper about escaping Mars and going back to Earth, I can't picture it. I don't want to leave; I want Ultor to leave. When I tell that to my friends, they either laugh or get scared that someone might overhear. Everyone's been brainwashed that Mars is Ultor and Ultor is Mars. When I think of not knowing why my father died on our kitchen floor, or my mom out in the mines, I can imagine Mars without Ultor. I'm starting to believe it's worth dying for.

THE
REVOLUTION
IS COMING

3

THE BAD GUYS

As Parker you will come up against a variety of enemies as you work your way through the levels. There are security guards, mercenaries, bots, and bizarre creatures. In this chapter we give you the bio information on the three main characters inside Ultor—Deputy Administrator Gryphon, Dr. Capek, and Colonel Masako. We also give you descriptions of the other bad guys you have to face and some tips on how to beat them.



Along the way you'll meet plenty of security guards. A shotgun blast will do away with them nicely.



Then there are the mercs! Better armed and armored than the normal security guards, the mercs are tough to beat. Keep moving as you strafe around them.

Deputy Administrator Gryphon



Only a few more months and then I'm out of here. I've served my time in the company hellhole and I'd better be rewarded for it. I never knew you could hate a place so much. I thought it would be rough, but I had no idea how bad it could be.

I can't believe this is happening to me. Sure, I've stepped on people on the way up, but that's what I had to do. Everyone does it. Office politics are rough and people get hurt.

If you're smart and tough, you survive. If you're not, you don't. That's the way the game is played. So what have I ever done to deserve this? B-school never taught us what to do when we're totally screwed.

From Earth, the stint on Mars looked good, real good. Me as the number two guy on the whole planet. And all we had to do was keep some half-wit miners and egghead scientists in line. No problem. I was all over that deal. I signed on, packed up, and was off-planet in days.

The cruise to Mars went by fast. Ultor gave me a ton of paperwork to read on the trip. I buzzed through it at first, but I started getting uneasy. Something bothered me about the personnel reports. Most people wouldn't have noticed it, but I'm nothing if not thorough. For one thing, no one ever seemed to leave Mars. Sure, a stray exec or two managed to return to Earth, with the company's blessing, but no miners ever left. Lots of them arrived, a few hundred a month, but none ever left. And the miner population stayed about the same. Something was happening.



I was bored, so I tried to figure out what was going on. I flipped through summary reports and didn't find much. Yeah, there were the expected deaths. Mining's dangerous work, so miners die. It's the old thing about having to

break some eggs to make omelets. But there just weren't enough official deaths to account for all the missing miners. You expect a miner or three to die every week, but not 40 or 50. Production reports, personnel files, interdepartmental memos, all yielded nada. I hit something in the medical facility files, though. Dozens of miners a week landed in the medfac, pulled off the shift lines for "illness." None of these miners ever appeared again on the shift rolls. I didn't know what that meant then, and I'm sorry I know what it means now.

When I arrived on Mars, the first thing I did was grab the Admin for a talk. Davis is a burned-out shell of an old man. Looks like someone drained the marrow from his bones and then sucked his eyeballs hollow. This place must have done that to him; Ultor never would have sent anyone in his condition out here. I hope I don't end up looking like that. I told him what I'd found in the medfac reports. He just stared at me with his soul-dead eyes and told me to leave it alone.

Well, nobody tells me to not solve a problem. I got onto the network and started digging. I didn't find much on the mysterious illness that's been offing the miners. Nothing, nada. I came up empty.

So I decided it was time to see Copek, director of Ultor's SciLabs. I took an elevator down to his offices on Level F-2. It's a different world down there. Everyone I met stared at me as if I were some kind of insect instead of the number two guy in the whole place. The corridors and offices are totally barren. No posters, no plants, no personality at all.

Copek knew I'd been digging through the files and talking to the Admin. It seemed to amuse him. He gave a grimace that was supposed to be a smile and said he'd tell me everything I wanted to know. For the next hour, as I sat in that chair and listened to him rant on, my insides slowly turned to mush.

I must have walked back to my quarters, but I have no memory of the trip. I zombied my way through the next few weeks, sure that my life was over. Nothing can keep the G-Man down for long, though, and I snapped out of it. I'm going to beat this thing, somehow. I'm not going down with Copek and the rest when this all comes out.

Dr. Copek

Soon the day will come when I can tell of my discoveries. For they are indeed mine, no matter that Ultor supplied the equipment and subjects. Without me, Ultor would still be stumbling in the unenlightened darkness. Where all others have failed, I will succeed.

On Earth, my studies were quickly halted by shortsighted fools. But Ultor had the wisdom to appreciate the ultimate purpose of my inquiries. Here on Mars, my work has the freedom and support it needs to flourish. Though some must suffer, their sacrifices will not be in vain, for my discoveries will benefit all mankind. The end truly does justify the means.

There has been opposition even within Ultor's organization here. When I first arrived, the Administrator refused to sanction the experiments necessary for my research. He soon became a subject of those experiments, involuntarily contributing a wealth of useful data. His replacement, the former Deputy Administrator, was much more accommodating. The new Deputy Administrator, Richard Gryphon, was a source of concern when he reached Mars, somewhat over a year ago. After a meeting with me, however, he quickly became one of my most ardent supporters, eliminating the need to have him join the experiments.

Progress is driven by men of vision. The world will soon realize that I am one of these. Wherever I've gone, there have always been those who would hold me back. Before Ultor invited me to lead their efforts, my work had been hampered by the cowardice of others. Everywhere I'd been—company laboratories, university research centers, government institutions—lab directors and department supervisors were constantly interfering with my work, halting investigations along lines of research that made them





queasy or nervous. When Ultor invited me to continue my inquiries in their mining complex on Mars, free of oversight and restrictions, I knew that my time was approaching.

With the resources of the Ultor Corporation to support my efforts, my research is about to bear fruit. For five long years, I have

sequestered myself deep beneath the surface of Mars, experimenting, analyzing, and refining my techniques. I have endured years of frustration, as subject after subject died or exhibited results outside the acceptable range. I have dared to persevere, and I am now about to reap the rewards of my great labors. Within my grasp is the golden ring—elevation to the immortal pantheon of the giants of scientific progress. This I will not be denied.

Though many have investigated nanotechnology, all before me have fallen into unimportant sidetracks or shied away from the final revelations. None but I have grasped its true promise. Far more interesting than its effects on our environment is its infinite potential when applied to organic systems. Here, in Ultor's isolated facilities, I have had unfettered access to the subjects necessary to gauge the effectiveness of our serums. Of all the organizations for which I've labored, only Ultor has understood the importance of this.

Nothing can be allowed to interfere with my progress now, so near the end. Let others panic over inconsequential matters; I shall remain focused on my great task. If the miners are agitated, that is a matter for the military to handle. If Gryphon's beetle-browed security guards cannot keep the masses in check, perhaps Colonel Masako's mercenaries can finally prove their worth. My work and equipment must be protected, no matter the cost.

I have long thought that a violent miner uprising may actually turn out to be a boon to my research. In the confusion, live, uninfected miners could be captured without arousing suspicion. These could serve as experimental subjects to be observed in closely supervised conditions while the infection runs its entire course. I'll contact Gryphon and Masako about procuring such subjects if

trouble does erupt. A revolt would have another benefit: Any violence would account for the many missing miners, thus solving a problem that has been concerning weak-willed individuals within the administration.

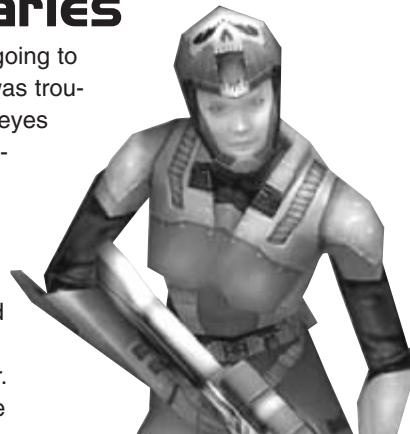
Given the potential advantages, perhaps I should devise a plan to trigger an uprising. It shouldn't be hard to arrange it so that Neanderthal, Masako, never knows I'm responsible. And that is a critical consideration. The mercenaries' protection of my facilities will be required once events are set in motion, so it would not do for Masako to blame me for the revolt. Yes, this will bear additional thought.

Colonel Masako— Head of the Mercenaries

This whole place is going to hell. I knew Capek was trouble the minute I laid eyes on the freaky egomaniac. But he's Ultor's golden boy and no one listens to me. This complex is going to explode and I'll have to put the pieces back together. I'm gonna make sure Capek's caught in the blast.

The battalion's been in tough spots before and we can handle this one. If things go bad, Ultor security's going to get hit first. We'll let the miners work over the security guards while we dig in. The guards should buy us enough time to bunker down around the base's vital points. Once the miners crash against us and stagger back to lick their wounds, we'll counterattack in strength. Should have them crushed in a few days.

Capek's going to die for sure. That pompous ass just won't leave me alone. Calling and storming into my quarters. "Protect my work," "Will not tolerate interruptions to my research," "Earn your pay, Masako," etc., etc. As if this whole snafu wasn't all his fault in the first place. Serves





him right if we let the miners rip through his labs and trash everything he's worked on for the last five years. Then I can shoot the half-cyborg bastard and blame the miners for it. They'll all be dead anyway.

When Ultor called us to Mars three months ago, I thought the execs had panicked. Now I don't know. It's going to get ugly down here.

There's a tide rising that just might sweep Ultor's ass right off this planet. The security guards have held it back so far, but they won't last long when it breaks. We'll weather it, though; we always have. Those miners are tough. With the right leadership they'll flatten the guards. But they don't stand a chance against my mercs.

I still don't know what Copek's been doing, but he's responsible for all the missing miners, somehow. I don't know if the miners have figured it out yet, but I'm going to get it out of him before I kill him. He's the most arrogant SOB I've ever let live. Tells me I have no need to know what's going on. I'm supposed to just protect his pencil-necked eggheads from the mobs when they come around. Fat chance, implant-boy.

Staying within the chain of command does no good either. Deputy Administrator Gryphon's supposed to be Ultor's direct link to us. But he's scared about something, more scared than I've ever seen anyone outside a firefight. Don't know if it's Copek, the miners, or this whole damn mess, but he's a basket case. Every time I talk to Gryphon about Copek, he shrivels up like I dumped a bucket of ice down his shorts. He won't cross Copek and he won't pass my complaints to the Admin. I'd happily leave bootprints on Gryphon's face on my way to see the Admin, but he's even more of a jellyfish than Gryphon.

When this thing blows up, I'm not wasting my troops protecting their butts. I'm not losing a single soldier to save some egghead or Admin puffball. We're hunkering down and digging in. When we come out, everyone who's not a merc is gonna die. We're getting off this rock alive, even if no one else is.

Security Guards

Ultor deploys security guards in large quantities to keep the miners in line. Now that the revolution has begun, the security guards form Ultor's first line of defense. To motivate the guards, Ultor pays \$100 for each miner killed!

In the Ultor mining complex, you encounter four kinds of security guards. You can tell them apart by their uniforms. They are similarly armed and armored, so you deal with them in similar fashion. Once you find the automatic shotgun, it should be your primary weapon—it makes mincemeat of the guards. Switch to the submachine gun or heavy machine gun when you're faced with a large number of guards.



This is the first kind of security guard. He's dressed in a blue uniform here, but he's also seen in a blue envirosuit similar to the red ones that the miners wear.



This security guard wears more formidable-looking attire, but you deal with him as you would a normal guard.



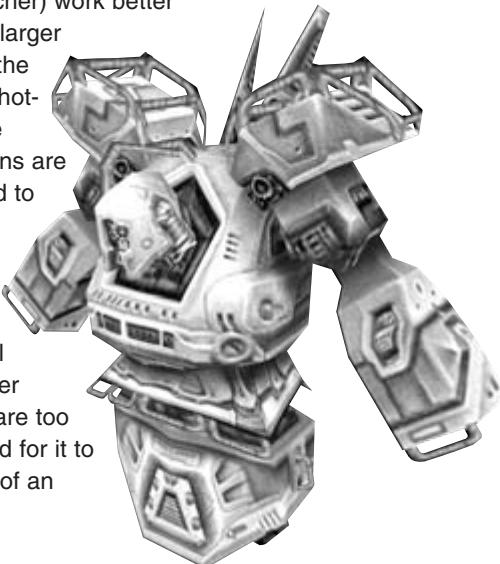
These types of security guard commanders can be distinguished by their red-tinted visors, and they are packing assault rifles—so they're a little more dangerous than the average security guard.



The final type of security guard is one of the elite units. These guards patrol the administrative wing and are slightly better armed than the normal guard—most carry submachine guns.

Bots

Ultor employs bots for mining and security. You run into both kinds in the missions. Heavier weapons (like the rocket launcher) work better against the larger bots, while the automatic shotgun and the machine guns are better suited to the smaller bots. Don't bother trying your 12mm pistol against either type. They are too well armored for it to have much of an effect.



This large security drone bot is susceptible to a shell from your rocket launcher. The rail driver works even better. It can take out a bot like this in one shot.



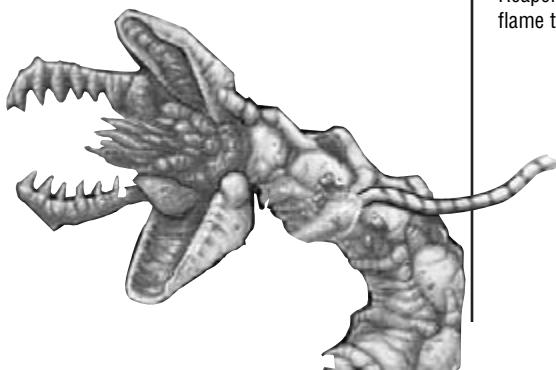
You come across many different smaller bots. Their energy weapons pack a good punch. A good shotgun blast should knock them down.



This bot is unbeatable—you just don't have the firepower. Search for an alternative method of beating it. See the level 7 walkthrough for a detailed explanation of how to conquer this menace.

Creatures

As you press on, you will stumble across many creatures. Most of them appear to be related to Capek's experiments. Just because



they don't have guns doesn't mean they aren't deadly. The sonar blast from the underwater creature will damage you and your sub, the reapers will pluck away at you, the former miners will club you to death, and the worm—the worm is the worst! The green slime it shoots out will knock you down very quickly.



This underwater creature fires sonar-like pulses that can damage you or your submarine as you navigate the underwater passageways. If you are in the submarine, fire your torpedoes at it. If you're swimming, keep firing your pistol—it is the only weapon that works underwater.



Reapers! The best way to exterminate them is to torch them with the flame thrower.



These creatures are former miners, failures in Capek's nanotechnology experiments. They have no armor and can be eliminated quickly.



The worm is a difficult foe, but it can be beaten. Carefully avoid its green slime and aim for its mouth with a rocket launcher or precision rifle.

MERCENARIES

Deeper into the game, Hendrix tells you that you are stumbling into areas guarded by mercenaries. The mercenaries are better armored and better equipped than normal security guards. Strafe them and keep moving as you fight. The extra armor



means it takes more than one hit to eliminate them—and their fire is more accurate and deadly.

Be careful of the mercenaries equipped with the rail driver. If you get in the way of one of these shots, you're dead. One shot, one kill, so to speak. So whenever you stumble across a room full of mercs and you see the tell-tale flash of the rail driver, keep moving so they'll have trouble locking the weapon onto you.



Learn to keep moving when you fire at mercenaries. Killing them requires multiple shots.



When you see the flash of a rail driver blast, get moving fast—you don't want the mercs to get a beat on you.

Unarmed Ultor Employees

You run across many unarmed Ultor employees in the complex—doctors, nurses, technicians, and other workers. They claim they are miners' friends, but they work for Ultor and have helped suppress the miners and conduct the experiments. When you kill them, usually nothing happens—but some drop medkits when they die.

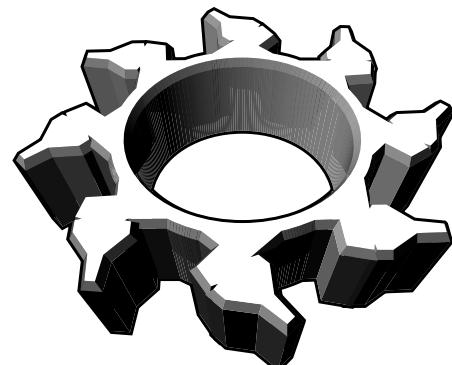
The doctors can be your friends, though. These medics will heal you if you approach them. Just keep the weapon silent when you are around doctors. If there is gunplay around them, they get spooked and run away from you (you can tell they are spooked as they'll be hiding crouched down in a corner or up against a wall or object). Once they are spooked, you won't be able to get them to heal you.



The unarmed Ultor employees are always getting in the way. Some drop medkits after you eliminate them.



Approach a doctor to get healed for free. Just don't spook them with gunfire. If you do, they're useless.





WEAPONS AND OBJECTS

Control Baton (UCB-24 Ultor Control Baton)



Description: This crowd control weapon can serve as a truncheon or a stun gun.

Ammo/Clip Size: Battery cell

Range: Short

Primary Fire: Swing baton as club

Alt. Fire: Electric Shock mode

Tips: This is the first weapon you pick up on level 1, but you'll quickly move on to the 12mm pistol because this weapon doesn't provide much punch. It's good for when you are coming up behind an unsuspecting guard, but those opportunities are few and far between. Another good use for the control baton is when you've run out of ammo; it's the only backup you've got.

Riot Shield (UBS-4 Ultor Riot Body Shield)



Description: The riot guards of Ultor carry this body-sized translucent shield. The riot shield is lightweight but can withstand blast and gunfire damage for a brief period of time.

Ammo/Clip Size: N/A

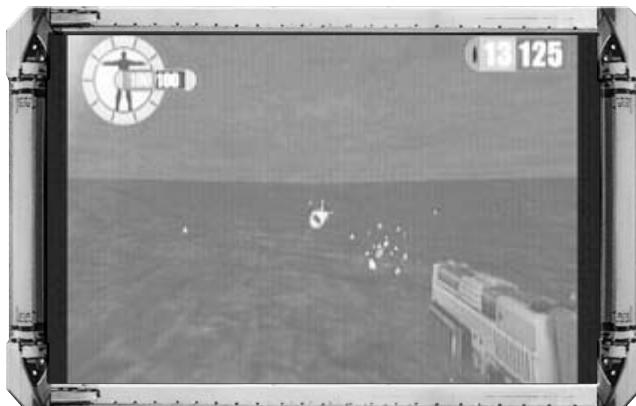
Range: N/A

Primary Fire: Swing shield

Alt. Fire: N/A

Tips: Under normal circumstances, the riot shield has limited use. You can use it for cover when you've run out of ammo and you can see a weapon pickup across the room. But there is a special circumstance that the riot shield is perfect for. In level 7 you have to lure a giant bot into a blast furnace to kill it. How do you lure it? By letting it shoot at you and slowly backing away from it. So equip the riot shield while the bot plugs away.

12mm Pistol (USP-16 Ultor Semi-Automatic Pistol)



Description: This basic semi-automatic pistol packs a serious punch against unarmored targets. The pistol can penetrate body armor but with significantly less impact. It is standard issue for Ultor security guards and officers. The pistol can be fired underwater.

Ammo/Clip Size: 12mm bullets/16 rounds

Range: Short to Medium

Primary Fire: Fires 1 round (Not applicable in multiplayer mode.)

Alt. Fire: Attach/detach silencer

Tips: This weapon is your only option until you can pick up the more advanced stuff, and it works pretty well. Don't use it as a long-range weapon, though. It doesn't have the stopping power for it. When stealth is key, attach the silencer.

Submachine Gun (UAP-32/20 Ultor Submachine Gun)



Description: This weapon is slightly larger than the pistol and is capable of full automatic fire. Heavier than the pistol, the submachine gun offers better control in full auto mode, though it remains inaccurate at medium or long range.

Ammo/Clip Size: 12mm bullets/30 rounds; 5.56mm high velocity armor piercing bullets/20 rounds

Range: Short to Medium

Primary Fire: Fires rounds, automatic

Alt. Fire: Toggle between 12mm and 5.56mm rounds

Tips: The submachine gun has a lot more stopping power than the 12mm pistol, and it's great for taking out a lot of guards at once. But tread lightly on the trigger. If you don't, the automatic fire churns through tons of ammo and you wind up hitting the walls and floor more than you hit the guards. Try to control your fire with shorter bursts.

Automatic Shotgun (UAS-10 Ultor Automatic Combat Shotgun)



Description: This military-grade shotgun is capable of semi-automatic and full automatic fire. Recoil in semi-automatic mode is slightly less than a civilian 10-gauge shotgun. Fully automatic fire is more difficult to control because of the recoil compensator's response time.

Ammo/Clip Size: 10 gauge buckshot shells/8 rounds

Range: Short to Medium

Primary Fire: Fires a double shot, pump action

Alt. Fire: Fires a round every 0.15 seconds, continuous fire

Tips: The automatic shotgun is a great weapon and the weapon of choice when facing Ultor security guards. The closer you are to the guards, the more deadly the fire from your cannon is. At short range, one blast will cut down a security guard. When you find yourself in trouble, change over to full automatic fire—the guards will duck for cover.

Assault Rifle (UAR-42 Ultor Military Assault Rifle)



Description: This weapon offers all the benefits of a full-length rifle in a compact design. It can fire three-round bursts or full automatic fire. Compared to fully automatic fire, three-round bursts offer increased control and aim but potentially decreased force, unless fired at close range. The high-velocity armor-piercing shells inflict massive damage on unarmored targets and will penetrate body armor easily. This is the standard rifle issued to Ultor officers.

Ammo/Clip Size: 5.56mm high-velocity armor-piercing bullets/42 rounds

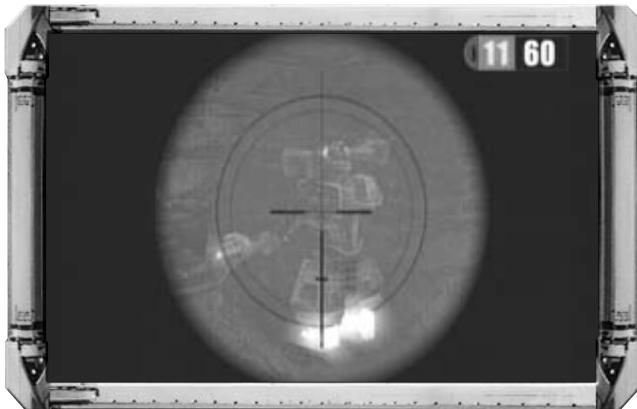
Range: Short to Long

Primary Fire: A single three-round burst in 0.75-second intervals

Alt Fire: Continuous automatic fire

Tips: When you run out of shotgun ammo, switch over to the assault rifle. It's got more stopping power than the submachine gun, and the three-round burst will help you conserve ammo. If you can get the guards to stand close together, or if you get in trouble with a lot of guards in front of you, you can switch over to automatic fire.

Sniper Rifle (USG-50 Ultor Sniper Rifle)



Description: Capable of semi-automatic firing only, this sniper rifle comes standard with a UNVS-8 scope with up to 12x zoom. The rifle also features a wind velocity offset that corrects for wind conditions. This weapon inflicts critical wounds when a head or torso shot is achieved. It can also penetrate light-armored vehicles.

Ammo/Clip Size: .50-caliber armor-piercing bullet/6 rounds

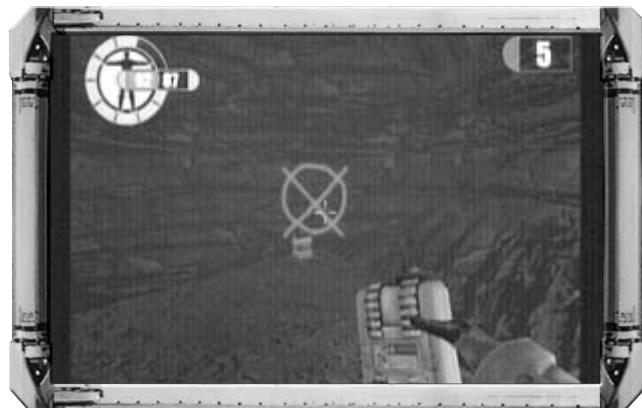
Range: Short to Very Long

Primary Fire: Fires one round

Alt. Fire: Activates/deactivates the scope; hold down for zoom

Tips: In *Red Faction*, head shots are instant kills, so the power of the sniper rifle becomes apparent. When unsuspecting guards are far away, engage the scope and zoom in on your target. Be ready to move once you get the first shot off, because if the guard has buddies (or, *gasp*, you missed) they will come running in your direction. Also, use the sniper rifle to look into areas in the distance to get the lay of the land before you advance.

Remote Charge (URC-15 Ultor Remote Mining Charge)



Description: This is a medium-size, high-explosive remotely detonated charge. Its kill radius is 10 meters. Only one charge can be detonated at a time. They are effective against unarmored and armored personnel as well as light vehicles.

Ammo/Clip Size: N/A

Range: Short

Primary Fire: Throw and detonate the charge

Alt. Fire: N/A

Tips: This Geo-Mod weapon is designed to punch holes in things. On the first level, the areas are marked with giant Xs painted on the walls—but in later levels, the uses for remote charges can be more creative. They make great grenades if you don't have any—drop one down into a group of guards, then detonate it when it hits the ground. The remote charge also brings out one of the funniest moments of the game—throw one at a guard and watch him run if it's stuck to his envirosuit.

Grenade (UHG-90 Ultor Offensive Hand Grenade)



Description: This high-explosive antipersonnel device has a kill radius of five meters. Its four-second timer starts when the grenade is thrown. Hand grenades are highly effective against unarmored personnel and moderately effective against armored personnel.

Ammo/Clip Size: N/A

Range: Short

Primary Fire: Toss grenade with a timer

Alt. Fire: Toss as an impact grenade

Tips: With two modes of fire (impact and delayed) this weapon proves to be very versatile in the single-player game. Use it to take out guards or to blow holes in walls.

Flame Thrower (UFT-I Ultor Flame Thrower)



Description: This weapon is based on the Ultor Defoliator, used for clearing plant growth. It shoots a flaming stream of fuel that sticks on contact and burns for up to 30 seconds. This weapon has been modified to shoot a flame twice as far at the cost of faster fuel consumption.

Ammo/Clip Size: Fuel tank

Range: Short to Medium

Primary Fire: Shoots a 4-meter flame

Alt. Fire: Remove and throw fuel canister as an incendiary bomb

Tips: On level 2, you will pick up the flame thrower; using it has some dangers. The fire will stick to a guard and he will run around trying to put out the flames (don't worry, he can't). The problem is that these flames can harm you if you come too close. So wait for the flames to die down before picking up any weapons or ammo that the guards drop when they finally die. The flame thrower works great against reapers. Watch your ammo supply; the flame thrower burns fuel very quickly.

Rocket Launcher (URL-6T Ultor Tactical Rocket Launcher, a.k.a. "Big Earl")



Description: This weapon fires rockets in "dumb" or "homing" (heat-seeking) mode. Once homing mode is selected, it takes approximately 2.75 seconds for the thermal imaging sensor to achieve target lock. The weapon beeps when locked onto a target. Once fired, the rocket tracks the target until contact or until it runs out of fuel.

Ammo/Clip Size: 15cm high-explosive rockets/6 rounds

Range: Medium to Long

Primary Fire: Fires "dumb" rockets, automatically firing a rocket every two seconds

Alt. Fire: Engages heat-seeking mode (Not applicable in multiplayer mode.)

Tips: Use the rocket launcher to take out big targets like the larger bots or to punch holes in the walls. Notice that guards appear on the targeting display of the weapon—you can use this feature to look through doors! A good tactic for this weapon comes into play in level 2. Before you enter the cafeteria, equip the rocket launcher and stand at the door. Position yourself so that you are facing the guards on the other side: step forward, fire, and then back up so the doors close. Repeat as necessary.

Rail Driver (FCA-26 Magnetic Rail Driver)



Description: This weapon was brought to Mars by Col. Masako's mercenaries. Capable of firing metal slugs at ultra-high velocity, the rail driver can penetrate walls.

Ammo/Clip Size: Metal Slug/1 round

Range: Medium to Long

Primary Fire: Fires a metal slug

Alt. Fire: Engages the scope and allows you to see enemies through walls

Tips: This weapon has incredible stopping power—you hit something and it dies. But the reload time is really slow, and hitting moving targets can be somewhat tricky. The best use of the weapon is seeing around doors and walls. Picking off enemies around the corner and in another room is a beautiful thing.

Precision Rifle (MK/SG-I Defender Precision Rifle)



Description: A favorite of mercenary grunts, this rifle fires a single explosive round with precision accuracy.

Ammo/Clip Size: 5.65mm explosive ammo/20 rounds

Range: Long

Primary Fire: Semi-automatic

Alt. Fire: Activates/deactivates the scope; hold down for zoom

Tips: The precision rifle is part sniper rifle, part normal weapon. The advantages to this weapon are the power of the explosive ammo (it can take down heavier targets) and the plentiful supply of ammunition in the levels.

Heavy Machine Gun (JF60-HMG/BF Heavy Suppression Machine Gun)



Description: A terribly inaccurate but fast-firing weapon. Holds tons of ammo and is best used when raw firepower and maximum suppression are required.

Ammo/Clip Size: 7.62mm caliber/belt-fed, typically 99 rounds

Range: Long

Primary Fire: Full auto

Alt. Fire: Slower firing rate but significantly greater accuracy

Tips: This weapon becomes available in the single-player game right when it's needed—as you face the mercenaries. The weapon isn't very accurate, but when you're facing the mercs you have to keep moving. So just keep your finger on the trigger and spray the room.

Fusion Rocket Launcher (F-ITL Fusion Rocket Launcher)



Description: This huge shoulder-mounted weapon fires a single powerful shell capable of massive amounts of damage.

Ammo/Clip Size: Single shell

Range: Long

Primary Fire: Fires a single large shell and has a long reload after each shot.

Alternate Fire: N/A

Tips: Make sure you are really far away from the target when you fire this weapon. The blast from the explosion is quite lethal in close. Use this weapon to take out vehicles and groups of mercenaries or guards at long range. You don't want to run around with this weapon equipped—the reload time is far too long to make it an every moment weapon—using it requires you to pick your spots. The overall size of the weapon can be impractical as well; it blocks a good portion of the screen, giving you a blind spot that can get you killed.



5

GAMEPLAY BASICS

In *Red Faction*, the rebellion counts on you to handle the big problems. Your tasks include destroying a geothermal plant, kidnapping Deputy Administrator Gryphon, sabotaging the defense systems, and sending a distress call back to Earth. To accomplish all this you, as Parker, have to stay alive. The walkthrough section gives specific strategies for beating each level, but this section provides general tips and strategies for the whole game. Read through this entire section before you start playing; these tips will make the game easier to play.

TIP

The default control scheme in *Red Faction* is a pretty good one, but if it's not to your liking don't fight it. Go to the Options menu and remap the controls to better suit your style. Keeping Parker alive can come down to a matter of seconds, so make sure you're not fighting the controls.



In *Red Faction* it's either you...



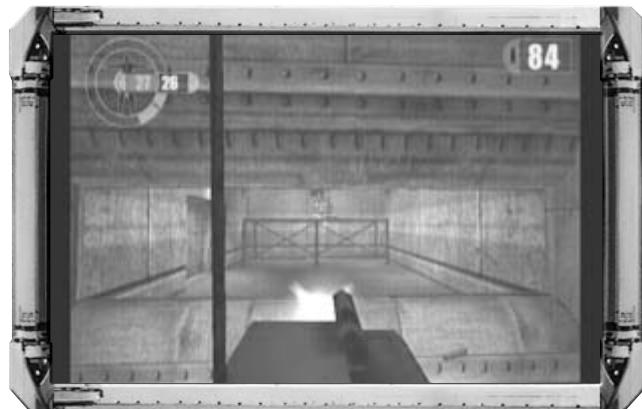
...or them. From level to level, these basic strategies help keep you alive.

Training Mode

Before you jump feet first into *Red Faction*, try out the Training Mode. Here, you play as Parker after he's been approached to join the Red Faction. Before you're allowed to join, you're required to pass a training course. Follow Orion's instructions as he guides you through the course. You can't advance to the next area until you complete the current one, so be patient and take your time. Training Mode is a good way to get an "in game" feel for the controls without having to undergo a trial by fire.



Learn how to fire a sentry gun in Training Mode. You will come across a couple of these beasts in the single-player game (although in most instances you are on the wrong side of them).



Training Mode teaches you how to jump over obstacles. This comes in handy right away in level 1 as you jump over the sawhorses that block a tunnel.



Also learn how to use the sniper rifle now, although you won't get it for a while in the game. This powerful weapon can pick off enemies from afar.

Head Shots

In *Red Faction*, when you hit an enemy the damage goes directly against your foe's hit point total (or armor if any is left), except for the head. Head shots are always deadly. So when you have either the sniper rifle or the precision rifle, aim for the head to put your enemy down in one shot. As you run around the levels with other weapons, keep your aim high if you can pull off the head shot on the run.



Head shots always kill. Line up your target with the sniper or precision rifle.

Movement

It's a lot harder to hit a moving target than a stationary one, so keep moving. Standing around allows the enemy to get a beat on you, and you'll be history.

Another good reason to keep moving is the rail driver. Later on in the game, the tougher mercenaries are equipped with better weapons such as the rail driver. It doesn't matter what difficulty level you're playing or how much armor and health you have—a hit from the rail driver is always fatal.



Movement is your best ally. It keeps the enemy from getting off a clean shot against you.



Keep moving. If you get hit by a rail driver blast (the blue trail in the screenshot), you die.

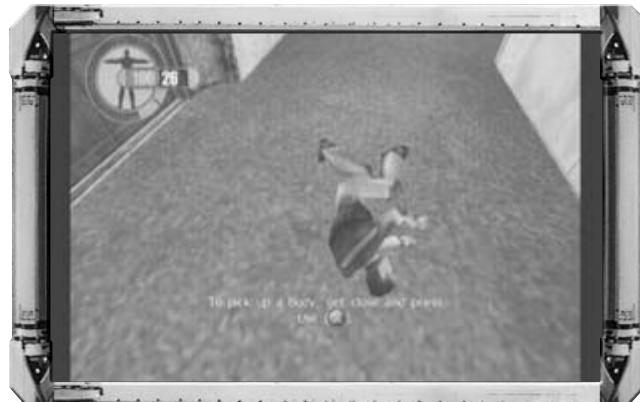
Stealth

Keep your finger on the trigger, but don't always press it. Several spots in the game require stealth. The best stealth tactic is to use the silencer feature on the pistol. It helps you take guards out without attracting too much attention. You can also pick up the body and move it out of sight. Another good tactic is to use the control baton. If you can sneak up behind a guard, shock him from behind and knock him out.

Also, keep your weapon holstered at all times to avoid suspicion.

TIP

Several of the levels feature security cameras that scan the corridors looking for you and the other members of Red Faction. If you pause for too long in front of one, the security guards monitoring them will notice your face and sound the alarm. When the alarm sounds, the guards will come running.



If you need to move a body, walk up to it...



and carry it someplace where you can drop it.

Strafing

Learn how to strafe. Charging straight at your enemy is not a good idea—you present too easy of a target. Strafing provides a harder target for the enemy to hit and allows you to do maximum damage.

This technique also works well when entering new rooms. The enemy might be standing just to the right or left of a doorway, so walk into the room while strafing (going into the room but facing left or right). This allows you to put your weapon on target right away.



Move to the right while keeping your weapon aimed at the target.

Sometimes the best way to enter a room is sideways. Here on level 11, guards lurk around the corner. Strafe left and the guards won't know what hit them.

Reloading

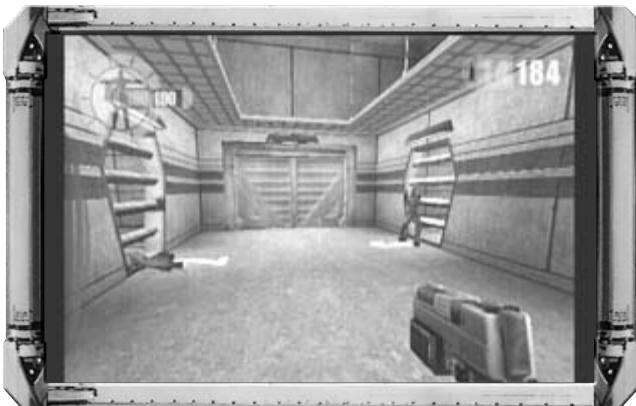
One of the worst things that can happen is to run out of ammunition with an enemy right in front of you. Whenever you have a chance, reload your weapon. If you have to reload when there are enemies about, look for some cover or move to try to avoid getting hit.

Incoming Fire

The Ultor guards shoot back—imagine that. When you get hit, a red arrow appears on the heads-up display (HUD) indicating the direction from which you got hit. This lets you know when guards are sneaking up behind you or are



stationed to either side of you. Deal with the guards currently hitting you first—they've already found the range and will continue to pour it on.



Red arrows show up on your HUD when you get hit. This helps you locate the enemy that has targeted you. When you are in the submarine, these arrows will be blue.

The Rocket Launcher

Besides being a very cool weapon, the rocket launcher has a fringe benefit. Look at the lower left-hand side of the gun, just above the trigger. See that display? It's an infra-red scanner that can pick up the body heat of your enemies. Use it to "look" around corners and through walls.



The lower left-hand corner of the rocket launcher displays the purple silhouette of a human figure, indicating there's someone up above.



Yes, there's a target up there. The rocket launcher can help you see around corners or through doors in some cases.

CAUTION

Be careful when you fire any of the "explosive" weapons, such as the rocket launcher, the fusion rocket launcher, remote charges, or grenades. The blast these weapons deliver damages the surrounding area. If you're too close to the point of impact, you'll cause damage to yourself.

You also have to be careful with these weapons because of the Geo Mod engine. Your blasts can deform the world. There are several spots where you can blow up an overhead walkway—and without the walkway you won't be able to reach certain parts of the level.

Be a Sniper

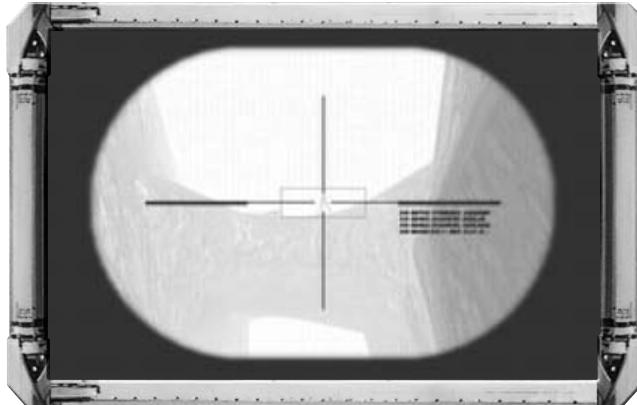
Other great weapons are the sniper rifle and its cousin, the precision rifle. These weapons allow you to zoom in. Use the zoom to see off into the distance down long corridors. This way you can spot enemies before they see you.



Use the sniper or precision rifle to peer into the distance and to go for head shots.



The flames that are roasting an enemy can damage you as well. Be careful once the body falls; you can't pick up any items the guard dropped until the flames die down.



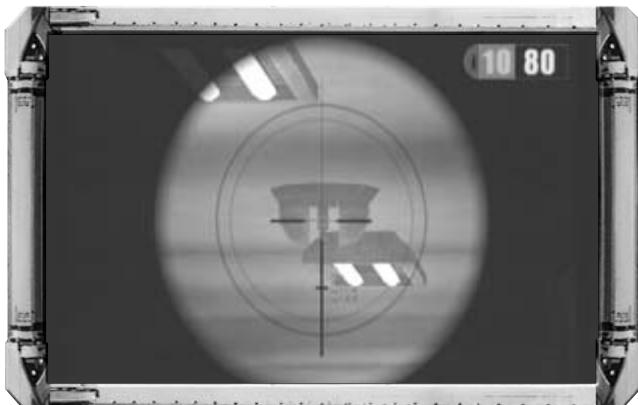
Another weapon with a zoom is the rail driver. It shows a thermal image too, so you can see enemies around a corner and through multiple walls.

The Flame Thrower

Be careful when you use the flame thrower. Eventually your target will burst into flames and start running around screaming. If the poor soul runs into you, you'll take damage from the flames. Remember that you can throw the fuel canister like an incendiary bomb as well.

Overhead Turrets and Sentry Guns

Watch out for overhead turrets and sentry guns. They permeate the levels, and we've indicated every one during the level walkthroughs. Their fire can be quite deadly, and you have to hit them several times to take them out. One good method for getting rid of them is to fire a couple of direct shots with a sniper or precision rifle. This way you can attack one while you aren't in range of its deadly fire. Another way to deal with them is with an explosive. Pop out from your cover to fire an explosive at the sentry gun or the overhead turret and take it out with one shot (if your aim is good enough).



Be on the lookout for turrets in the ceiling. They can shoot at a deadly rate of fire. Once you've cleared out the guards, you can kill an overhead turret with repeated blasts from your rifle.



If you don't have the precision or sniper rifle, make sure you use a weapon that can deliver a high rate of fire. You need to destroy the overhead turret quickly, or you risk taking a lot of damage.



There are two kinds of sentry guns. The first is a manned gun. Kill the operator and the gun goes silent. Now hop behind the gun and mow down the guards with this powerful weapon (remember your Training Mode experience with this weapon). Just watch out, though, because you are standing still. The enemy has an easier target to hit.



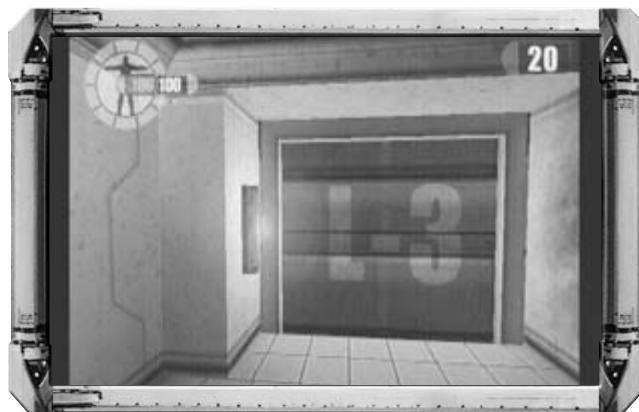
The other kind of sentry gun is an automated gun. You have to destroy the gun itself to silence its fire. Target it with the rail driver.

Tip

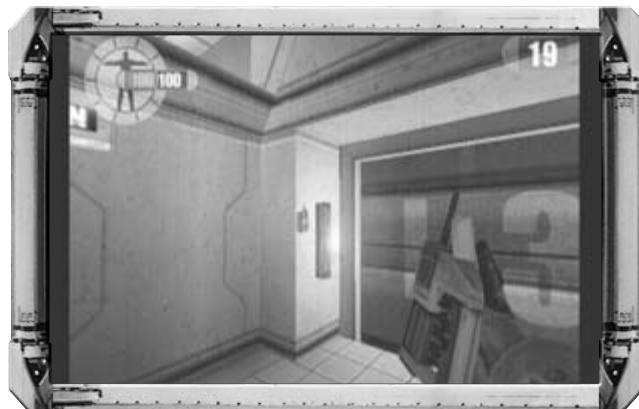
Make sure you can see everything on the screen—the levels can be quite dark (you are in a mine after all). If you're having problems seeing things, go to the Options menu and increase the Brightness.

When in Doubt, Blow It Up

Can't get a door to open? Then blow a hole around the wall. Place remote charges, use rockets or fusion rockets, or throw grenades to find an alternate way around.



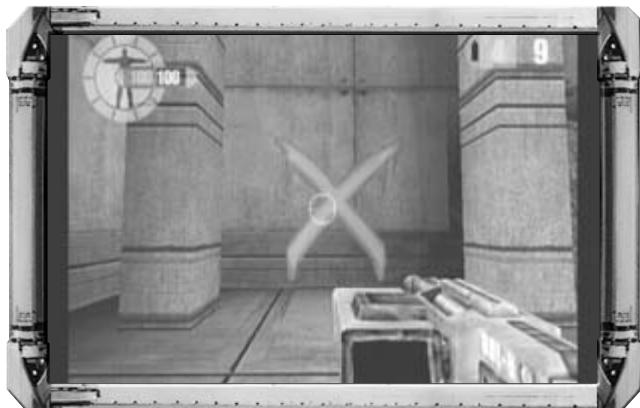
Can't figure out how to get past a door?



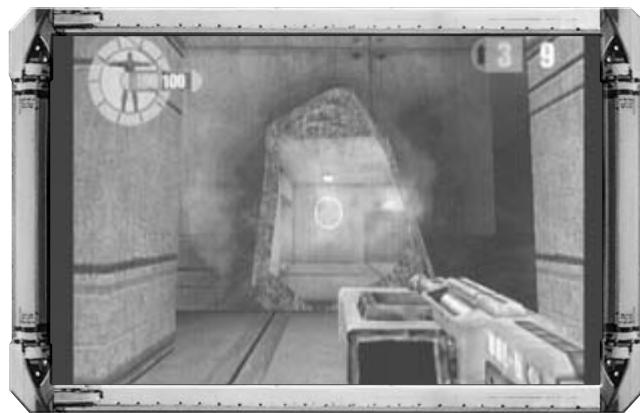
Sometimes you just have to blow your way through!



You may need several charges to make a hole big enough to get through.



Another way to make a hole in the wall is to use the rocket launcher. Here in the training level, the wall is marked with a big green X. Pick up the rocket launcher (affectionately known as "Big Earl") and punch a hole in that wall.



The newly formed doorway allows you to exit the room. When in doubt, start blowing stuff up, and you'll find many new ways to get around the levels.

Buttons

Look for buttons as you move about the levels. These buttons can appear next to doors, on consoles, and just about anywhere else. They activate elevators, open doors, or trigger other events (like turning off a generator). The buttons have a green box around them on your HUD if they can be pressed. If the button is surrounded by a red box on your HUD, then the button is inactive. You must then find a way to activate it.



Buttons can appear just about anywhere. When a button is active, a green box highlights it on your HUD. If the box on your HUD is red, the button is inactive.

Vehicles

Another great feature of *Red Faction* is having various vehicles to commandeer. During the game, you drive ATVs, armored personnel carriers, submarines, and other crafts. Watch your ammo levels while piloting the many vehicles of *Red Faction*. You can't pick up any reloads, so when you're out of ammo, you're out. Also, watch the armor indicator for your vehicle (upper-left corner). Once the indicator drops to zero the vehicle will be destroyed.



In *Red Faction* you get to drive vehicles like this personnel carrier. It can fire from its machine guns or with an explosive projectile.



The submarine allows you to navigate the underwater canyons. You can swim through these areas, but you'll run into other submarines to deal with. Which would you rather use, your pistol or the submarine's torpedoes?



The fighter aircraft helps you run through some heavily defended areas. It features a powerful Gatling gun and a missile launcher. The missiles will automatically home in on the enemy when fired. Hitting your opponent with the Gatling gun requires you to line up the enemy under the on-screen crosshairs.



Use this ATV in two ways—as either the driver or the gunner. If you approach the vehicle from behind you take over as the gunner. If you approach the vehicle from the side or front, you take over as the driver. Put the pedal to the metal when driving and run over the Ultor security guards.



See this driller? It's on the first level. Hop on in and start heading through the level. It doesn't have any offensive firepower, but it has a large amount of protective armor. You can switch views by using the alternate fire button.

Staying Alive



The two things that help keep you alive in *Red Faction* are the medkit and armor pick-ups. They are scattered throughout the levels, so pay attention to the level maps for their locations. Also, bad guys often drop them when they die. Since *Red Faction* allows freedom of movement, don't be afraid to go back to an earlier portion of a level (or another level entirely) for these vital commodities.



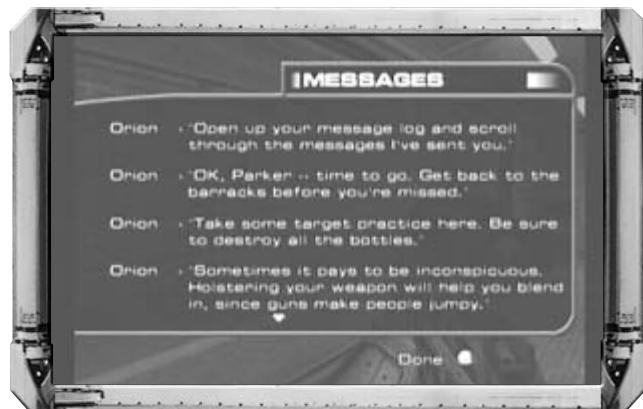
Another good way to stay alive is to find a medic. These doctors are bound to help both the miners and the guards. Just be careful not to spook them. Gunfire scares them away.

Pay Attention to the Messages

From time to time, you receive messages from Hendrix, Orion, Eos, and others. Pay attention to them; they are in the game for a reason. They provide you with useful information, such as warnings that the guards have been replaced by mercenaries, or new paths to follow when the original has been closed off. If you miss a message, or want it repeated, bring up the Message menu. The game pauses while you review your message log.



Watch the top of the screen for messages from people like Hendrix, Eos, and Orion. They give you useful tips and hints while you are trying to stay alive.



If you forget a message or just want to look back at an older one, bring up the Message menu by hitting the Use button.

Save Early, Save Often

When you die in *Red Faction*, the game allows you to go back to your previously loaded save game file. You can start either there or all the way back at the beginning of the game. It doesn't matter if you've made it to a new level (indicated by a "Loading" screen) since the last time you saved your game—when you die you return to the location of your last save. So make sure you save often.



6

LEVEL WALKTHROUGHS

Level I: The Mines of Ultor



Welcome to the Mines of Ultor. Conditions for the workers are horrible, and tensions between the guards and miners are growing. A few miners have begun to organize an underground group called the Red Faction. They've been training in secret, and you have been recruited into the organization. One small spark and the whole thing will blow up.

As the level begins it's the end of your shift and you are headed back to the barracks. Walk down the mineshaft from the starting location to area 1 on the map. Here you can watch the argument between an angry guard and a miner who has had enough. This is the spark that starts the whole revolution. At this point you have two choices. If you stay and watch the argument, the two combatants will actually knock each other out, allowing you to pick up the control baton carried by the guard. The control baton isn't the greatest of weapons, and you will have to take on the guards at area 2 with this weapon.

A better choice is to skip the drama and race past saw-horses and up the tunnel that leads to area 3. Be careful of

the steam shooting through the mine floor halfway up the tunnel—it's hot enough to damage your character. At the end of the tunnel, a miner stands over the fallen body of a security guard. Pick up the pistol next to the fallen guard—now you are prepared for battle. At this point you have another choice: turn around and walk back to area 2 or shoot your fellow miner. If you shoot the miner, you will be rewarded with an armor pick-up to restore any damage you received from the steam. Either way, your eventual destination is area 4 on the map, so pull out the pistol and work your way there.

1



The frustrated miner confronts the angry security guard. When the two knock each other out, you can pick up the control baton.

2



The guards in this room react to the fight by opening up on all miners. Fight the guards with whatever weapon you have (the control baton if you watched the fight or the pistol if you skipped ahead to area 3).

3



Run up the tunnel past the steam to a miner who has overpowered a guard. Pick up the guard's pistol and shoot the miner to get his enviro-suit. Then we can forget this little incident ever occurred—it's just between you and us, and the rest of the revolution doesn't need to know.

4



Take the remote charge and throw it at the X on the wall. Then back away and detonate it. The power of Geo Mod technology allows you to blow a hole in the wall and gives you access to area 5.

In this room, you come across one of the coolest features of *Red Faction*—Geo Mod technology. Near the painted X on the mine wall is a remote charge. Equip this weapon and throw a charge right at the X. The explosive clings to the wall and your weapon switches over to the detonator. Back up out of the way and detonate the weapon. The blasted hole leads to the room at area 5.

Before entering the tunnel, get the pistol back out. Guards wait on the other side of the tunnel, and you need to take care of them. This room holds another pack of remote charges and another X on the wall. Skip blowing

this one up; there's no real point, unless you need practice using Geo Mod weapons. Turn up the main tunnel and head for area **6** on the map as you press on. If you get turned around at any point, just look for the signs labeled "Guard Station"; they will point you in the right direction.

5

This room holds another group of remote charges and another wall to blow a hole in. Skip blowing the hole—there's not much of interest in the adjoining room

6

If you get turned around, follow the signs pointing to the guard station.

Shoot the guards at area **6** and the other group at area **7**. These are the majority of forces standing in your way as you make for the exit of the first stage—the doors at area **8**. Once you reach the doors, the game loads stage 2 and you regain control of Parker.

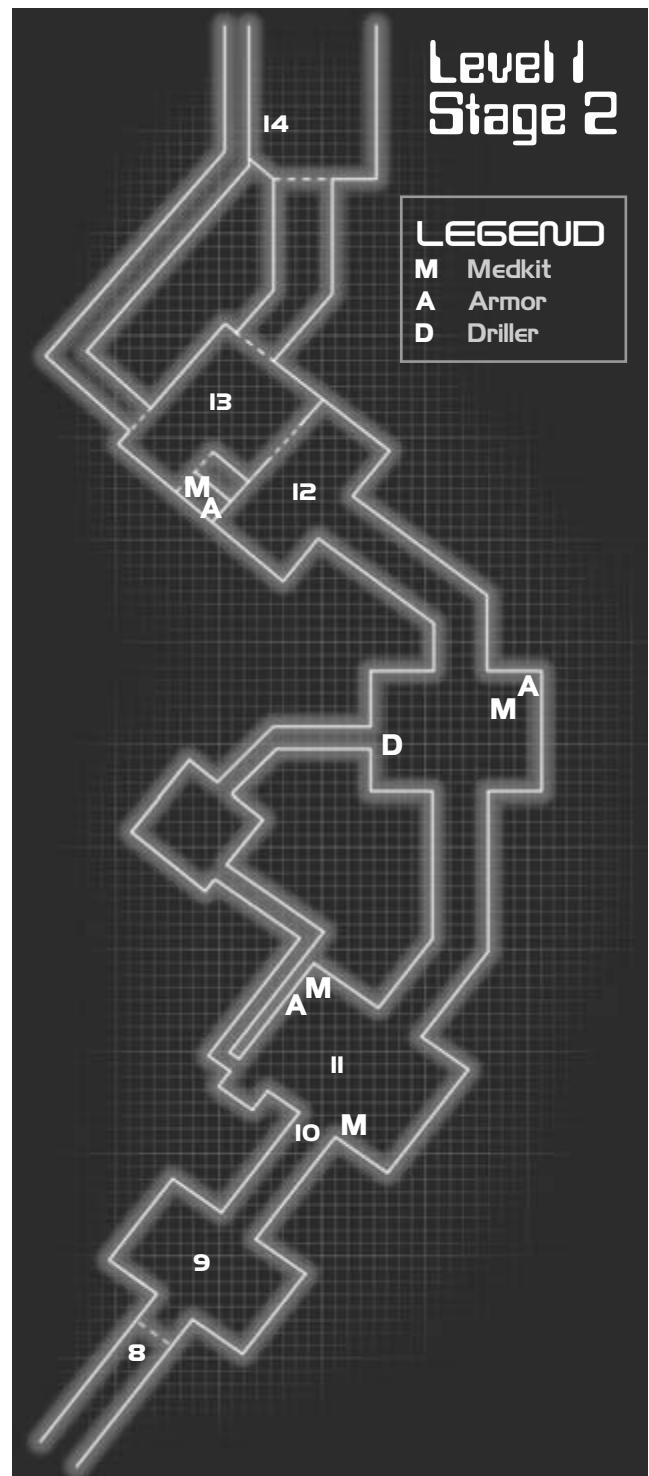
7

Guards patrol this corridor. Be prepared to take them out from a distance with your pistol.

8

This door marks the entrance to the next stage of the first level. Once you get this close, the game loads the next stage.

THE
REVOLUTION
IS COMING



As soon as the doors open at area **9**, move through and to the left. The guards on the other side of the bridge blow it up with the rocket launcher and then turn this awesome weapon on you—so keep moving. Climb down the chasm, cross the water, and head up the other side. Kill the two guards and claim the rocket launcher—but don't equip it just yet. Keep the pistol as your main weapon—you will need the rocket shells later on in the game and there is no sense wasting them here.



Rocket fire from the guards on the other side of the bridge will destroy it. Move quickly to cross the chasm...



...and head up the other side.

Be ready for action as you approach the end of the tunnel at area **10** and enter the room at area **11**. Guards up high on little platforms across the room can pin you down quite easily. Speed is your ally, so pick one of the

platforms and race up it. A medkit and armor upgrades are on the one forward and to the left of the entrance as you come into the room. From there make your way to the conveyor at the back. There is no reason to kill all of the guards—just keep moving.

10



Once you are in the second stage of level 1, follow the signs to the ore-processing center to reach the third and final stage.

11



This intersection is tricky, because many guards patrol this room, with several stationed on the high ground. Charge the guard on the platform ahead of you and to the left as you enter the room. He guards a medkit and an armor pick-up.

Ride the conveyor until it drops you off in a room. The conveyor ends at a rock crusher, so jump off of the conveyor to the right to avoid any damage. Follow the map to the vehicle maintenance area. There you can ride one of the drillers. This vehicle is slow and has no weapons to speak of, but you can mow down your opponents with ease, and tons of armor surround you.

If you are in the driller, drive it into the electrified fence at area **12**. It shorts out the shield and your vehicle but opens passage into area **13**. Kill the guards in the guard shack to the left of the fence, and then head up the small passageway straight ahead. *Warning: Do not follow the larger doorway to the right as you enter area 13!* A large group of guards backed up by a personnel carrier (PC) will cut you to shreds.

12



This is the main guard station. If you are driving the driller, ram the electrified fence to short it out.

12

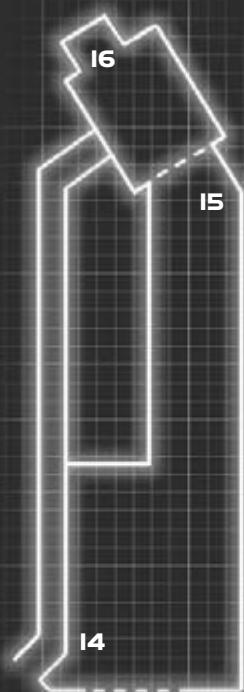


Otherwise, you have to blast your way through the guard station.

13



Once on the other side, take the small doorway to the left.



Level 1 Stage 3

At the end of the tunnel, walk along the catwalk at area 14. If you are quiet, you can watch the PC and the guards move down the hallway and they won't notice you. Make too much noise and you'll have to make a break for it—you don't have the firepower yet to deal with that PC, so hightail it to the exit of the level at area 16. Again, avoid the door at area 15—this leads to the passage the PC was traveling on, and if it opens up on you, you are toast.

14



Be very quiet as you walk along this catwalk. You don't have the firepower to take on the guards and the PC.

15



Once across the catwalk, avoid the temptation to open this door. It leads to the corridor with the advancing group of guards and the PC—a quick way to end your game.

16



Take the elevator by pressing this button. It leads you up and out of Mine M4 and into level 2.

Going Back

Remember, you can go backward as well as forward in *Red Faction*. So if you want to go back to pick up a weapon or ammunition that you forgot go ahead. The game will load in the new areas as needed.

Level 2: The Barracks

You made it through the mines and found the elevator to level 2—the barracks. As you leave the elevator, be careful approaching area 1. The guards are fighting it out with some miners and the battle isn't going too well. Don't sweat it; your gun won't help much. The miners have, however, picked up a flame thrower, which is something you need to worry about. When a miner torches a security guard, the guard's envirosuit bursts into flames and he begins running about the room. If he touches you, the flames will do damage. Also, you have to wait for the guard to stop burning before you can pick up any objects that he dropped.

Eventually the miners get wiped out and you can pick up the fallen flame thrower and the automatic shotgun. Stow the flame thrower for now and equip the shotgun—it is the weapon of choice until we pick up something a little more powerful, like the precision rifle or the heavy machine gun. Once you've grabbed everything, work your way to area 2 on the map and press the button to open the doors.

1



Jog up the corridor to this point, where miners battle security guards. You can't save your fellow miners, but you can mop up and pick up all of the goodies left behind.

2



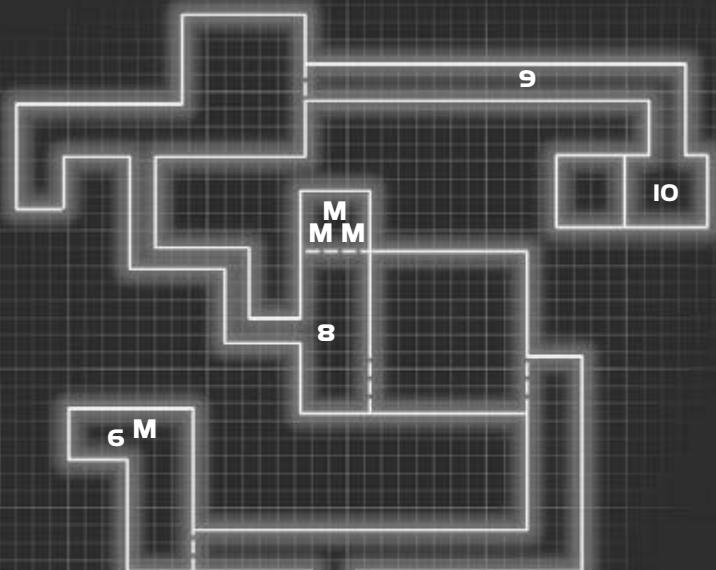
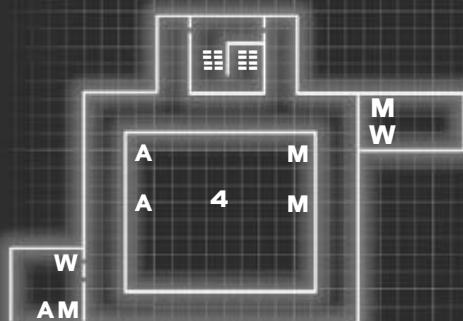
Once you dispose of the Ultor guards, press the button to open doorway to the next area.

Check the room at area 3; it holds tons of goodies—armor, weapons, and a medkit. Get the gear and go for the airlock that lets you into the barracks. Press the button to open the door, then press it again to compress the chamber with air and open the airlock to the other side.

**(Inset A)
Level 2 of Stairwell**



**(Inset B)
Level 3 of Stairwell**



(to inset
A&B)



LEGEND

- ★ Start
- W Weapons&Ammo
- M Medkit
- A Armor
- € Envirosuit
- == Stairs
- Door

Level 2 Stage 1

3



The barracks to the right are loaded with items: ammo, armor, and medkits.

Once you are on the other side, run for the doorway in the left corner of the room and climb the stairs. At the first landing, a room contains nothing but guards. Eliminate them and continue upstairs to area 4. There are tons of guards up here, and you can commandeer a sentry gun in the middle of the room. Once the guards are taken care of, enter the two sleeping quarters and get all of the pick-ups.

4



Take the stairs up to the third level—the guard barracks. Mow the guards down with the turret. You'll find weapons, armor, and medkits in the actual sleeping quarters.

Goodies in hand, go back downstairs and approach the airlock you entered the barracks through. Go up those stairs to the catwalk above and proceed toward area 5. If you don't head for the catwalk, the sentry gun at area 5 will pick you off and you'll miss an opportunity to get more gear in the miner barracks upstairs. Raid the rooms and then deal with the automated sentry gun from above. If you have a remote charge left from level 1, lob it down.

5



Watch out for the automated sentry gun here. The best way to deal with it is from the catwalk above. Besides, you get to claim a lot of goodies from the miner barracks that are along the catwalk.

Now that the sentry gun is out of the way, you have a couple of choices. How is your health status? If you need to, make your way to the medical facility at area 6. Besides getting healed by a medic, you meet a miner who tells you that a group of miners just left for the shuttle bay—they're going to try to leave Mars.

6



In the medical facility, you find this miner. He tells you that a group of miners is going to try to take over a shuttle and leave Mars behind.

If you're all right, you could make your way to area **7**, where a miner is being held captive. Release the miner; he leads you to the elevators that have already been destroyed. There's also a medkit here for the taking. Remember it's here in case you need to double back at a later point.

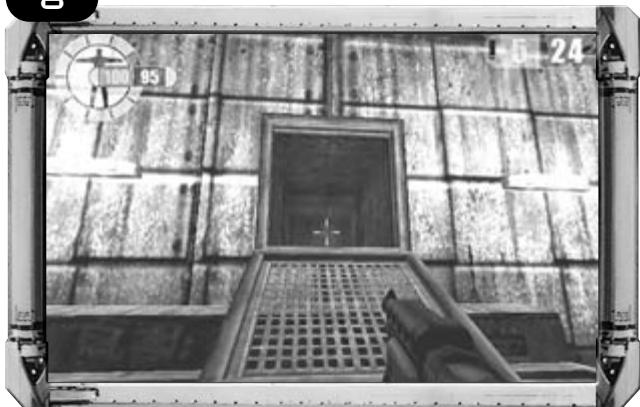
7



Free this miner and he leads you to the destroyed elevators—you have to find an alternate way to the shuttle bay through the cafeteria.

The cafeteria is at area **8**. There are tons of guards in this room, and simply charging in will do you no good. Step into the room, blast a couple of guards, and step back out; the closing door acts as a shield while you regroup. Once all the guards are dead, pick up the gear and enter the cooler. It holds three medkits. All healed up, crouch into the exhaust vent and climb up toward the shuttle.

8



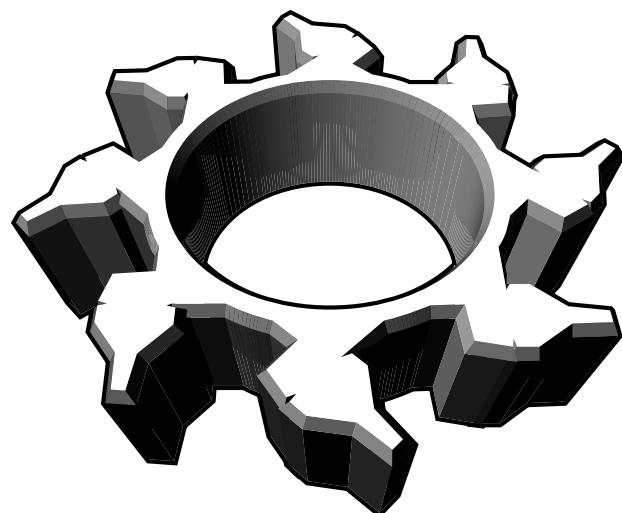
Fight your way through the cafeteria to this point. Climb through the air ducts to the docking bay.

Down the corridor at area **9** the ground is littered with bodies. The miners must have had to fight their way through here to the shuttle bay. At the end of the corridor is the elevator shaft you have to climb to reach the end of level 2. Halfway up the first shaft, the ladder breaks and you must jump over to a landing and climb up a second shaft. Keep your gun ready—the guards attack as you ascend. The level ends when you reach the top of the second elevator shaft.

9



Fight your way down this corridor, where the bodies of dead miners lie scattered about.



10



11



12

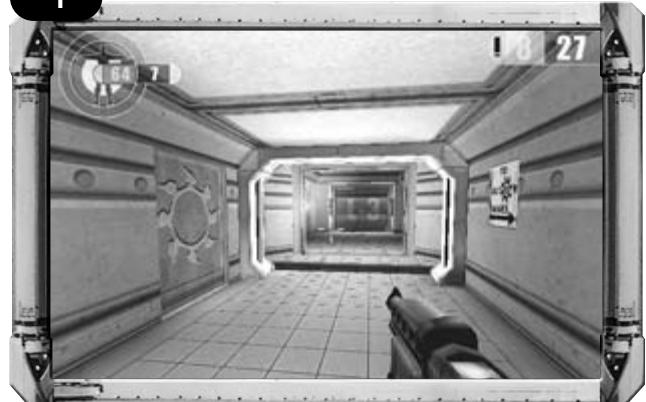


Battle up the elevator shaft. The ladder is broken about halfway up, so jump down to a ledge and cross over into an adjacent shaft that leads farther up. Level 2 ends when you reach the top of the second elevator shaft.

Level 3: Get to the Shuttle!

The first task in level 3 is getting past the door at area 1, and there are three ways to accomplish this. The most straightforward way is to take the door to the left and climb the ladder to the security checkpoint. There you can eliminate the guard and throw the switch that opens the door. The second way is to take the air vents into the security checkpoint. Shoot open the grating covering the vent (on the floor to your left). This way you can get the drop on the guard and take less damage. The final way is just a fun little exercise in Geo-Mod technology: If you have remote charges left, blow a hole around the door and simply go around it.

1

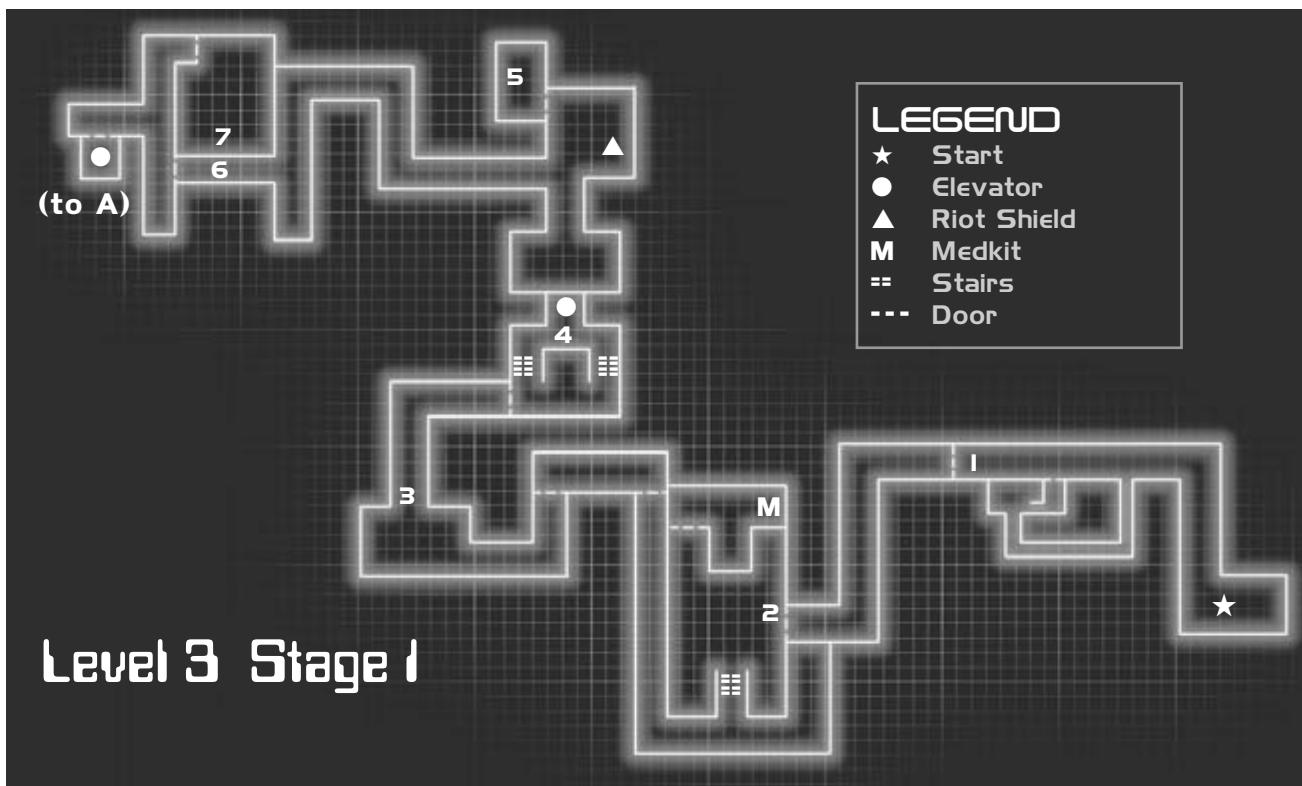


Your first task in level 3 is to get past this door.

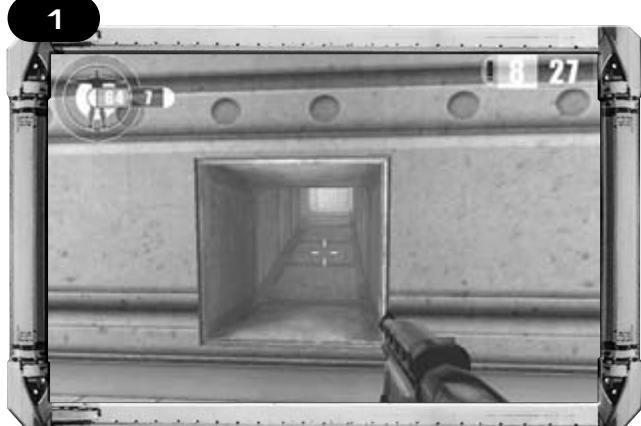
1



The most straightforward way is to go through this door, climb the ladder, take care of the guard, and throw the switch.



Level 3 Stage 1



The second way is to climb through the air vents and drop in on the guard, kill him, then throw the switch. The final way is to Geo-Mod your way around the door with remote charges (if you have enough ammo, that is).



This is the switch you throw in the security checkpoint; it opens the door.

Now that you are past the door, you meet two security guards, one of whom is a well-armed security commander—he's the one wearing the red-tinted visor and sporting the assault rifle. Get past them (a couple of well-placed shotgun blasts will do it) and you are on your way. Once past those two guards, you advance upon area **2**. This is the registration area for incoming miners. A guard descends the staircase and another perches on the lookout overhead. Deal with the guard on the stairs and race up. Don't bother trying to pick off the guard from below; get to his level and deal with him there. If you need a health pick-up, go behind the registration desk and grab the medkit.

2

The next spot in level 3 is the registration area. The guards flank you. Move quickly up the stairs and take care of the guard there—then kill the guard on the perch above.

Once you pass the registration area, proceed cautiously toward area **3**. The manned sentry gun up the hallway can really rack up the damage to Parker. Get the biggest weapon you have (a remote charge will even do the trick) and hug the wall. Then strafe left across the opening and let the gun have it. Keep criss-crossing the open area until the gun is dead, then advance up the hall. Then quickly head for the room at area **4**; that's where the elevator to the docking bay is located (a sign up above says "Docking Bay East").

3

Watch out for this manned gun at the top of the hallway. Strafe left and right across the opening until you have defeated the gun.

4

With the gun eliminated, quickly make your way to the elevator under the sign "Docking Bay East." Press the green buttons to open and close the door.

When you step off the elevator, you notice two body bags to your left. Are they miners or guards? Never can tell. Deal with the two guards in the next room and move to the medic station, area **5**. At this point you probably could use the health upgrade, so take your time and visit the medic.

5



This door conceals a medic station.

5



This medic will heal you if you are wounded. If you're not, you can bypass this area.

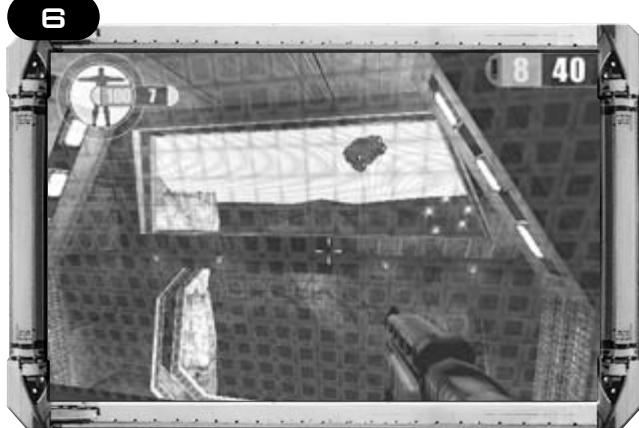
All healed up, make a run for the shuttle down the corridor at area 6. You receive a message from Hendrix encouraging you to pick up the pace. Don't worry; no matter how fast you run, you'll never make it in time—and that's a good thing. Seems Ultor knows the miners stole the shuttle and they blow it out of the sky. Good thing you missed it, eh?

6



The door closes on you, sealing off the shuttle bay before you get to it.

6



That's all right, though, because the shuttle gets blasted to pieces.

When the shuttle blew up, the doors to the bay got taken out. You have to drop the emergency set of doors to repressurize the bay before you can advance. Make your way to the control room at area 7 and press the button on the center console. This seals the bay and allows you to move onward.

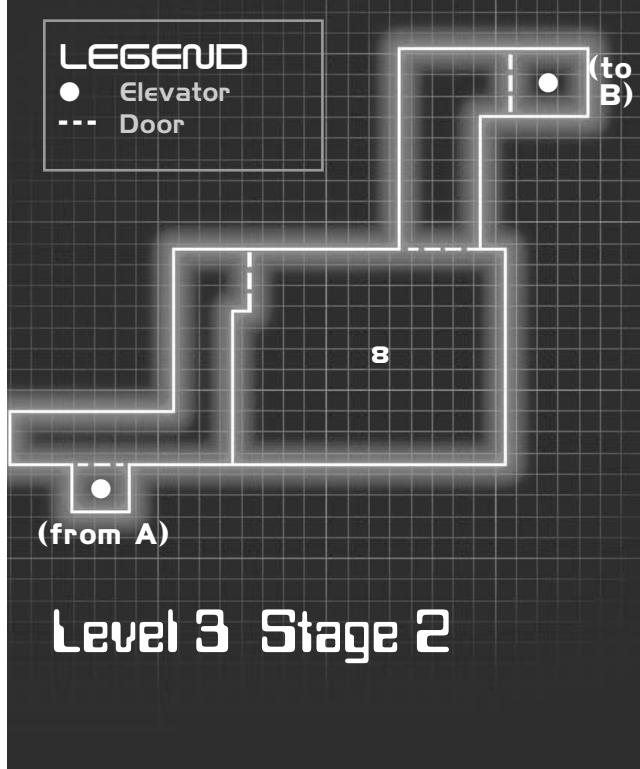
7



Press the button on the center console to seal the bay.

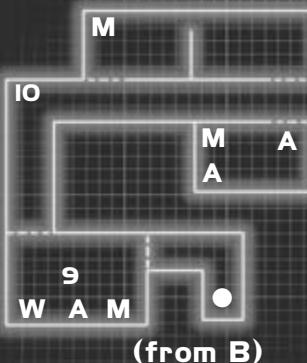
LEGEND

- Elevator
- Door



Level 3 Stage 2

Level 3 Stage 3



LEGEND

- Elevator
- M Medkit
- A Armor
- W Weapons&Ammo
- Door

Now that the shuttle bay is sealed, go to the elevator at area 8 and descend into the bay. There will be several guards, but at this point you should be pretty good at taking care of the likes of them. Exit the shuttle bay and ride the next elevator down to Docking Bay 4 at area 9. Several guards protect this shuttle, so be careful as you enter the room. Go into the shuttle's cargo bay once the guards are taken care of; there are lots of goodies inside.

8



Ride the elevator down into the shuttle bay and take care of the guards that await you.

9



You've made it to Docking Bay 4. Blast the guards and raid the cargo bay for tons of pick-ups—medkits, armor, and ammo.

Leave Docking Bay 4 and make your way to area 10. Be careful! A ceiling-mounted turret in the hallway is quite nasty. A pistol shot won't do it—but a couple of shotgun blasts or slugs from your assault rifle will. Take care of the guard in the hallway first, then the turret. Look to the rooms to the left and right; there are items in there, too. At the end of the hallway, be careful when you make the turn. Two guards wait for you at area 11. If they get close enough, you can hit them both with the same shotgun blast.

10



Be careful when you reach this corner; there is an overhead turret down the hallway.

11



Watch out for the two guards at the end of the hallway around the corner.

10



Once the guards are eliminated, you can advance on the doorway. This is where your rocket launcher comes into good use. A very large bot sits on the other side of the door at area 12, and it takes a pair of blasts to put him down. Take caution when you fire because the Geo Mod technology can work against you. Miss the bot and you can blow up the catwalk that leads to the security room (area 13) with the control to unlock the exit to this room.

12



Watch out for this bot. You need a couple of rocket launcher shots do him in.

13



Use the catwalks to reach the security control room here. Press the switch to open the exit to area 12; you can move on to level 4.

Level 4: In Search of the Red Faction Base

Hendrix leads you to this elevator (area 1) as he tries to guide you to the Red Faction base. Before you take the elevator, look left and right to find envirosuit pick-ups on either side of the elevator shaft. Once you are equipped, step on the elevator and descend. Notice where the ladder is. See, you won't be riding this elevator all of the way down. About halfway, the elevator breaks loose and plummets. If you are still on it when it breaks free, you are a goner. So leap to the ladder before the elevator stops.

Look for the small cubbyhole next to the elevator (it's got some weeds or other vegetation growing from the ceiling). Go through here to acquire a sniper rifle at the end of the tunnel. From this vantage point you can pick off the guards in area 4. Once they are out of the way, raid the storage room at area 3.

If you can't find the cubbyhole, get off at the landing at area 2 (but you really should keep looking up and down the ladder); it will get you where you need to go, just without the sniper rifle. Once area 4 is cleared, you have to Geo-Mod your way around the door. Use whatever weaponry you have to blast a hole around the left-hand side.

1



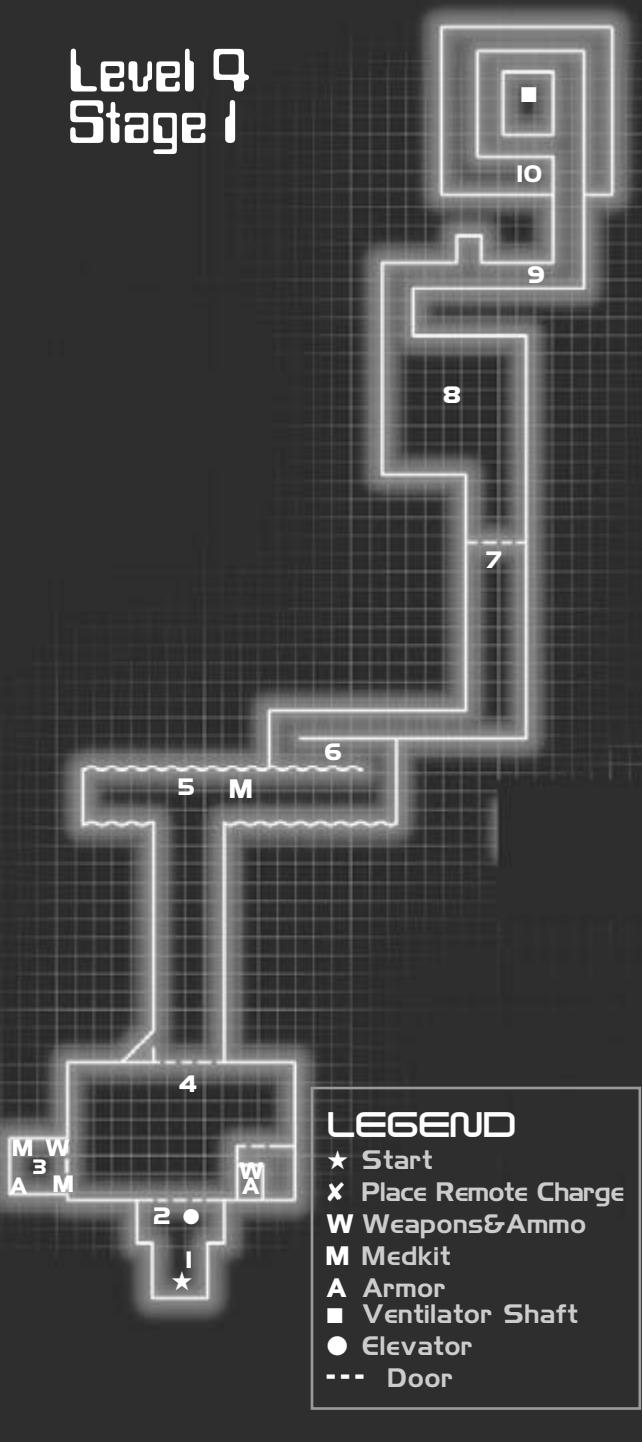
Before getting on the elevator, pick up the envirosuits on each side of the shaft.

1



Look for the sniper rifle in the cubbyhole off the ladder in the elevator shaft.

Level 9 Stage 1



2



If you can't find the cubbyhole, just get off the ladder here and enter the next area through the doors.

3



This room has tons of goodies. Pick them up after dealing with the guards.

4



The guards in this room can be picked off by either the sniper rifle or the automatic shotgun.

4



Use Geo Mod weapons (like the remote charge) to blow a hole in the door to advance in the level.

Follow the path to the water; dive in. On the bottom lies a medkit. Climb out of the water and follow the red-lighted path out of this part of the level. Guards patrol above you, so be careful.

5



In the water is a medkit.



6



Follow the red lights to the door that leads out of this part of the level.

When you reach area 7 you receive a message from Eos. It seems she has a job for you. She wants you to blow up a geothermal plant in this sector to cut off Ultor's ability to monitor the situation. As you approach area 8 look for a small door below the ramps for an interesting encounter. Then climb the ramps and head for the corridor at area 9. Be careful as you approach the end of the corridor; several guards wait around the corner in area 10. It's difficult to deal with the guards from atop the catwalk, so climb down to battle them first, then move on to the next area.

7



At this point, Eos directs you to blow up the geothermal plant.

8



Before you climb the ramps, look for a small door for an interesting encounter.

9



Watch out for guards around the corner.

10



Guards lurk on several levels here. Deal with them first.

10



Jump to this point at the end of the catwalk, then leap down the ventilator shaft.



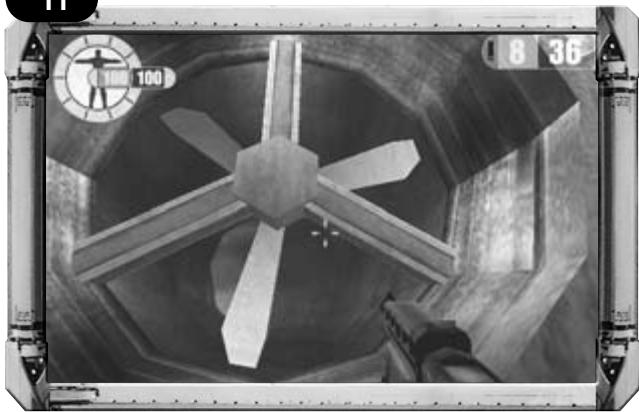
At the end of the ventilator shaft tunnels, you arrive at area 11. Two guards in this room must be eliminated quickly. Your shotgun should be serving you well at this point. Locate the button at the top of the ramps. This activates a lift that takes you to the next ventilator shaft. Press the button and jump down into the lift. If you miss it, you have to wait for it to reach the top, then press the button again to lower it back. As you ride the lift, you come across a ventilator shaft with a spinning fan blade. Jump off at this point and crouch to crawl through the blades. Walk down the shaft until you come out the other side.

11



Throw this button to activate the lift.

11



Get off the lift at this fan blade. Crouch down and crawl through the blades and into the ventilator shaft.

Area 12 is a large main shaft with several ventilator shafts connected to it. You are looking for the shaft marked "Rock Crusher." Several guards must be taken on as you climb up the shaft. Luckily, the walkways are open grating, so your bullets can shoot through and nail them. Watch your step. A false move results in a fall to your death.

12



Area 12 is a large main shaft. Fight your way up.

12



Watch for the shaft marked "Rock Crusher."

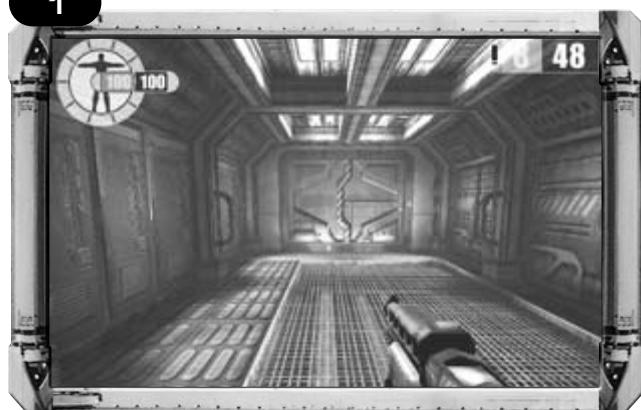
In area 13 a sniper sits on top of the rock crusher. If you picked up the sniper rifle earlier in the level, you can take care of him from afar. If you didn't, turn the rock crusher on and kill him that way. If you don't have the sniper rifle already, climb the crusher and pick it up now—you will need it later. Exit the rock crusher room and move to area 14. Kill the guards on the far side of the bridge, and then fire the sniper rifle at the lever to extend the bridge. Level 4 ends once you cross over.

13



Kill the sniper atop the rock crusher, either with your own rifle or by turning the rock crusher on.

1



This airlock begins level 5. Watch out for entrenched troops as you approach area 2.

2



Shoot the guards on the other side of the bridge and then shoot the control lever to extend the bridge.

Level 5: Geothermal Plant

Level 5 is the assault on the geothermal plant. This will cut off power to Ultor in this sector, allowing the Red Faction to survive. To shut it down, you have to turn off the water control, water reclamation, turbines, lava control, and main controls. Area 1 is an airlock that leads to the heart of the geothermal plant. Dug-in troops (like the ones at area 2) hassle you along the way, and as you disable each of the subsystems, security guards come running to greet you.

Dug-in troops guard the corridors. Take them out quickly with shotgun blasts.

After dealing with the first group of troops, you come across the control room indicated by area 3. Blast the guard inside and pick up the goodies, then make your way deeper into the heart of the geothermal plant. You can take out the subsystems in any order (they are marked as areas 4, 5, 6, and 7 on the map). Each one contains a control panel to deactivate the subsystem. The pump at area 7 needs to be blown up, so make sure you have some remote charges available. After each subsystem is incapacitated, a voice alerts the guards to the failed system. They come running, so be ready to take care of them. When all four subsystems are eliminated, you can enter the main control at area 8. There you meet a Red Faction sympathizer who helps you deactivate the geothermal plant for good.

Level 5 Stage 1



3



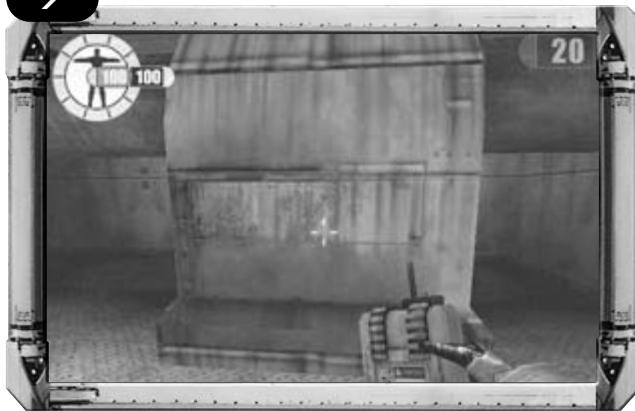
Deal with the guard in the security checkpoint and pick up the medkits to prepare for the coming battle.

6



Next up is the water reclamation plant. Jump over the water flow to reach this panel.

7



Turn the turbines off with this valve.

8



Then turn off the lava control with this valve.

At the pumping station, blow up the two pumps. Use a remote charge on each.

When you reach the main control room, follow the directions of this Red Faction sympathizer to completely shut down the plant.

Level 5 Stage 2

LEGEND

- M Medkit
- A Armor
- ✗ Ladder
- Elevator
- Door



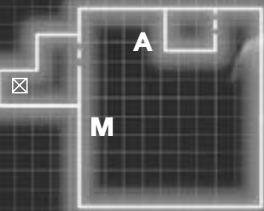
Level 2



LEGEND

- ✗ Ladder
- W Weapons & Ammo
- Door

Level 3



LEGEND

- A Armor
- M Medkit
- ✗ Ladder
- Door



Once the plant is out of commission, go for the exit at area **9**. This leads to the submarine bay at area **10**. To get the sub down, do one of two things. If you have any Geo Mod weapons left, you can blow your way into the control room and lower the sub to the water. Otherwise you have to climb the gantry to throw the manual release. The control room contains a sniper rifle (not that you will get to use it for long, as you will lose all of your weapons at the end of this level).

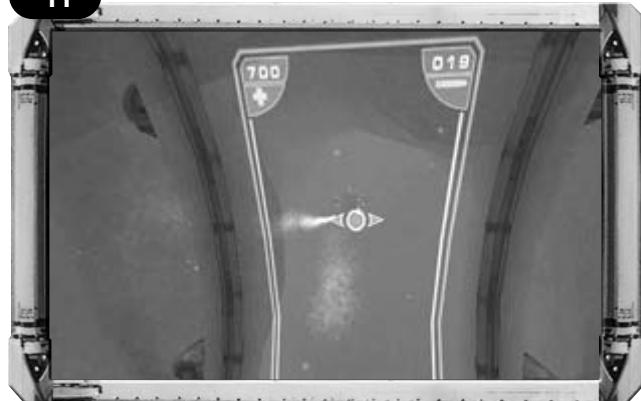
9

Go to the main exit at area **9** and work your way to the submarine bay.

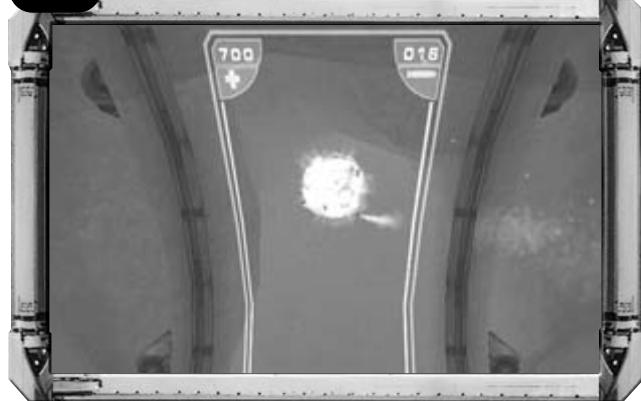
10

To get the submarine, either get into the control room or climb the gantry to throw the manual release.

Once in the submarine, follow the white lights to the next area. Along the way, you encounter an enemy submarine (area **11**) and an underwater creature. Use the sub's torpedoes to deal with both enemies and work your way to the secret base. Once there, pilot the sub into the docking bay and exit the sub. The underwater facility is the administrative building for Ultor. Once there you have to find your way to the tram. But first, go up and down from the main level to pick up some armor and weapons (area **12**).

11

Follow the white lights underwater.

11

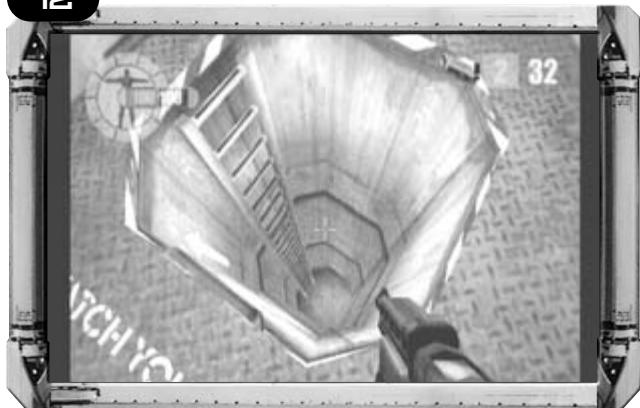
Blow up the enemy submarine and the underwater creature along the way to the underwater facility.

12



Go up and down from the sub bay

12



There isn't much to see. Once you've checked the area out, find the tram to the main office complex.

The tram (area 13) carries you to the complex. Along the way, a creature drops down from the ceiling to attack you, and if you aren't prepared it will scare the daylights out of you. At the end of the tram ride, go left of the staircase and meet up with your fellow Red Faction member (area 14). He'll provide a suit and take your weapons from you, because you can't walk around the office complex in full armor and with guns blazing. The next level is all about stealth.

13



Take the tram and watch out for the creature that jumps down from the ceiling halfway to the complex.

14



Meet up with this Red Faction member, who will get you prepped for level 6.

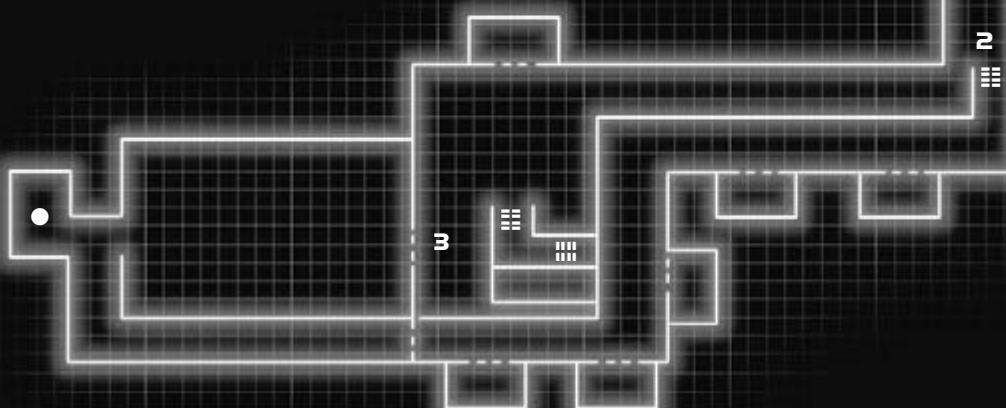
Level 6: Administrative Complex

At the end of level 5, you met another Red Faction member who gave you a suit so you could disguise yourself, because in level 6, it is all about stealth. There are far too many guards on this level to fight it out. Besides which, the suit provides you no armor and the only weapon you can carry is the pistol, so you don't have the firepower to take them on anyway. The goal is to kidnap Deputy Administrator Gryphon, and you have to sneak past the guards to get there.

Level 6 Stage 1

LEGEND

- ★ Start
- Elevator
- == Stairs
- Door



Climb up the stairs and enter the room. Hendrix gives you some good advice, so take heed. Don't get too close to the guards; they know what you look like, and the disguise won't fool close inspection. Check out the poster of yourself at area 1; it seems like the battle only started a few hours ago, but the Ultor guards already have wanted posters up for you. And don't stand in one spot too long—there are security cameras all over the place. If you linger for too long the technicians monitoring the cameras will spot you and sound the alarm.

1



The revolution just started a few moments ago (or that's what it seems like), and the Ultor guards already have wanted posters of you plastered all over the place.

Exit area 1 and look out for the guards on your way to area 2. If they get too close, duck into the offices flanking the wide corridor. You can either go upstairs or stay on the main floor. Your path will be easier if you take the stairs and advance that way. You need to make your way to the staircase above the door at area 3. When the guards get too close, dive into the offices. You can hang out there as long as you want. The office workers won't mind. Descend the staircase above area 3 and hang out under the stairs (crouching) until the guard leaves his sentry post by the door. On the other side cubicles give you plenty of places to hide from the guards. Enter the room full of cubicles and make your way in and out of hiding spots. The elevator you want is at the back of the room.

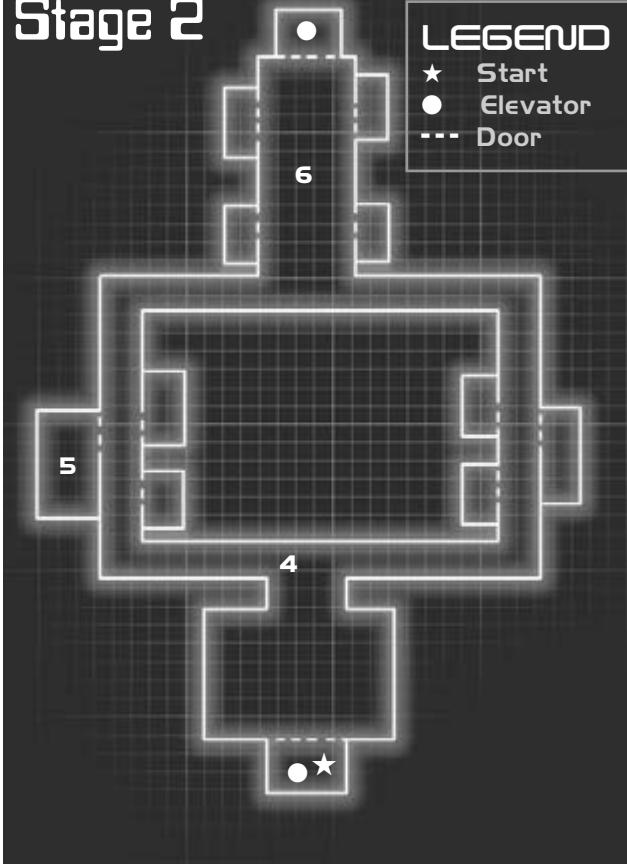


When you get to the staircase at this point, head on upstairs; that path is easier.



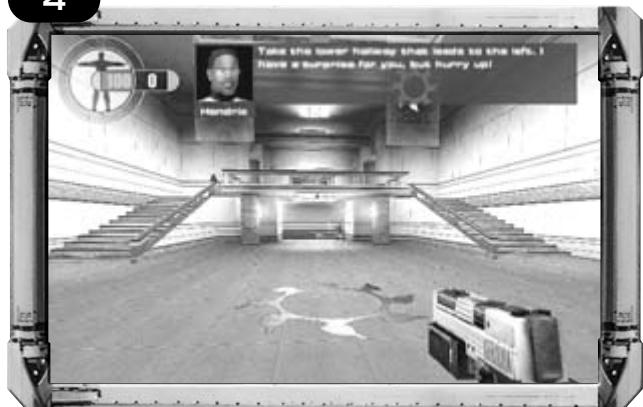
On the other side of the door at area 3 is a room full of cubicles, a perfect place to hide.

Level 6 Stage 2



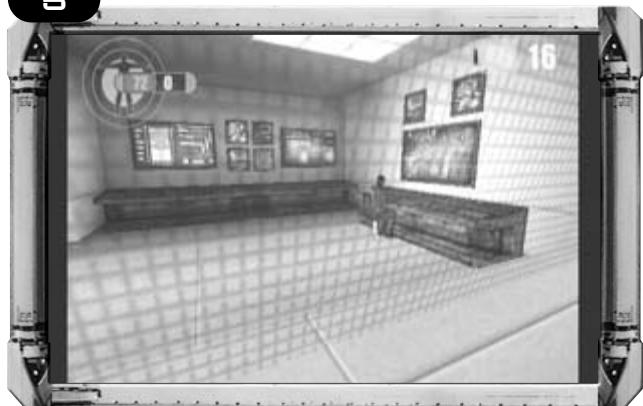
When you get off of the elevator, Hendrix pops up with some advice. Rather than heading for the second level, take the lower doorway and hang a left at area 4. Guards lurk, so take your time. Hendrix is guiding you to area 5, which is where he is hanging out. He wants to see you in person for a moment, which is fine. Give him a quick wave and keep going. Your goal is area 6. More guards protect the way, so time it so they are moving away from you as you advance. The elevator at area 6 takes you to the final stage of the level and to Deputy Administrator Gryphon.

4



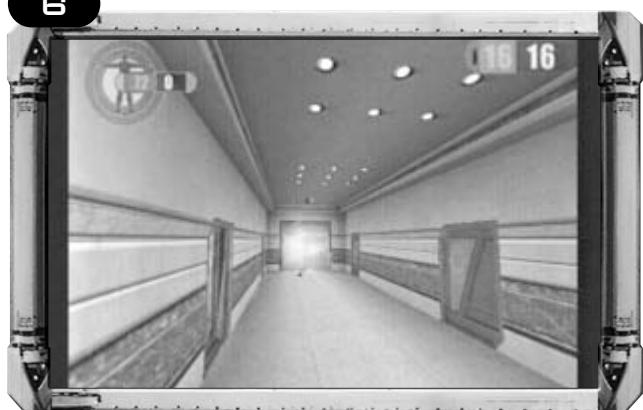
Follow Hendrix's advice and hang a left at area 4.

5

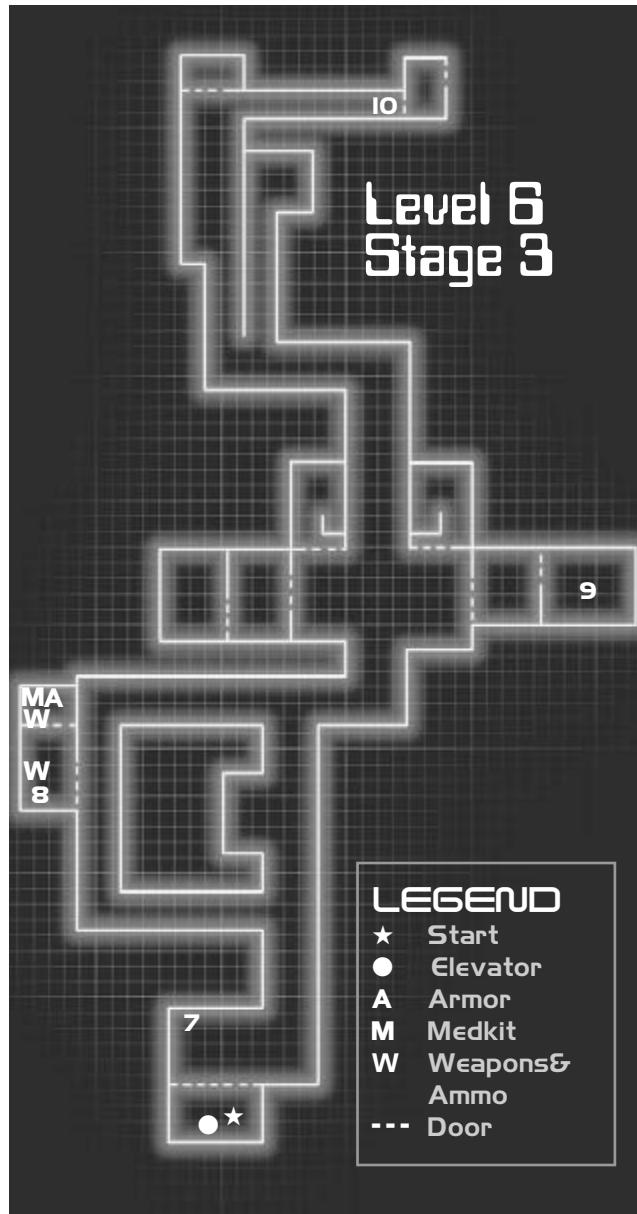


He's leading you to himself; he wants to see you in the flesh rather than on the monitors all of the time. Wave to him and move out to area 6.

6



The elevator at the end of this hallway leads to the third level of the administrative complex.



You have reached the third level of the administrative complex. The guards here are not your average Ultor thugs—these are the elite guards. They are better armed and better armored than the normal guards. They also are more attentive, so you really have to avoid them. Go for the corner of the lobby (area 7) and crouch down low. One of the elite guards is coming and he'll spot you in a heartbeat if you aren't hiding. Once he is past, work your way

through the guards to area **8**. This is the monitor station; all of the cameras feed to the screens in this room. Go to the corner (behind the guard watching the screens) and draw your silenced pistol. With careful aim, pull off a head shot. If you blow it, you might as well reload—the elite guards will tear you to shreds. There are tons of weapons, armor, and medkits here. Remember that; you need to come back to these once you get Gryphon (the alarms will sound and the guards will come running from everywhere).

7



Crouch down in the corner until the elite guard comes in and then leaves. Elite guards have keen eyes, better than those of a normal guard.

8



Kill this guard with your silenced pistol. Remember that this room is loaded with items. You may need a resupply if the alarms sound when you snatch Gryphon.

Make your way to Gryphon's office, barging past the secretary. You can take her out if you want, but you don't have to. Once you encounter Gryphon at area **9**, a quick cutscene plays. He actually wants to see Eos, so he comes along willingly. Move down the ramp to the door at area **10**. If the alarm sounds, draw your weapon and move quickly. Once you get out of the level, you get re-equipped with envirosuits and such. Be careful around Gryphon. If he gets hit, he dies and the game ends.

9



Once you find Gryphon's office, you see this little cutscene. He wants to go see Eos anyway.

10



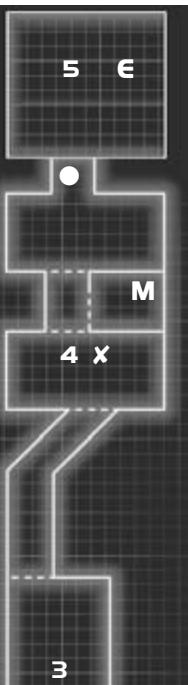
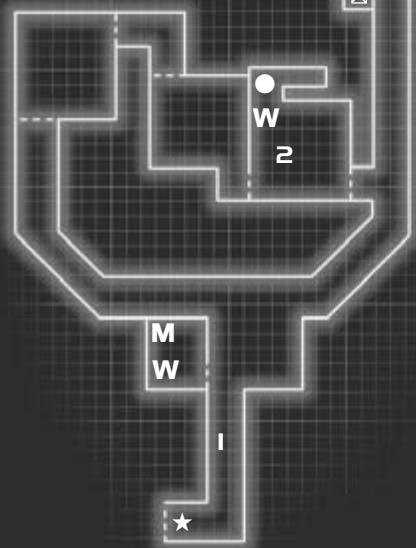
Move down the ramp to this door. If the alarm sounds along the way, draw your weapon and take care of the guards.

Level 7: Escorting Gryphon

Level 7 Stage 1

LEGEND

- ★ Start
- Elevator
- M Medkit
- W Weapons & Ammo
- X Place Remote Charge
- € Ceiling Exit
- ☒ Ladder
- Door



The good news is you made it out of level 6 alive and you finally have an envirosuit and some armor to protect you again. The bad news is you still have to baby-sit Gryphon. If he dies, the game is over—so keep him alive. You don't have much yet in the way of weapons, but what you have is better than nothing. Gryphon gets the guards to drop the first shield, and then you take over at area 1. You need to go into the security station, open the door and climb the ladder, then deal with the guard. Press the button to lower the force field to the left. While you are there, grab the weapon pick-up and the medkit. Look, now you have the submachine gun!



Gryphon gets you waved through the first shield, then it's up to you.



Open the door to the security station and climb the ladder.

1



Then deactivate the next shield by pressing the button on the console. Grab the weapon and the medkit.

As you head up the corridor beyond the now-deactivated shield, you have to take out two guards. Past them, enter the bot repair facility and eliminate the guards you find. In area **2** blast the guards, then ride the elevator up. For cover as you battle the guards, hide out underneath the racks of shelving. Once you reach the control room, kill the guard and throw both switches. They deactivate the shield that protects the hallway en route to area **3**.

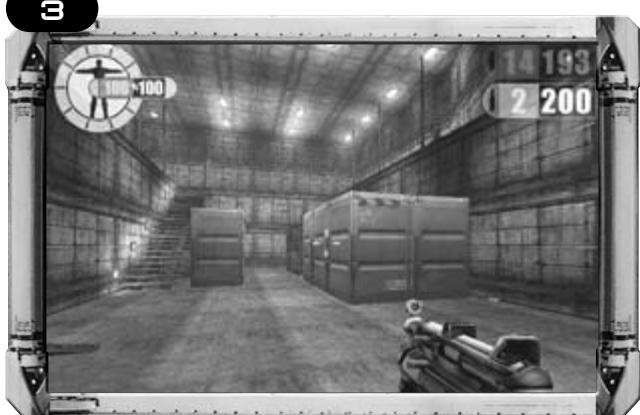
2



In this warehouse room, take cover underneath the shelving as you eliminate the guards.

As you make your way up the hallway to area **3** you come across another security checkpoint. Be careful when you open the door, though, because a guard waits for you on the other side. Take him out, then climb the ladder to get the goodies. With that done, enter the storeroom that is area **3**. There is a guard on the lower floor and two upstairs on either side of the opening. The one on your right as you come upstairs carries an automatic shotgun, so take care. Your new submachine gun works well, but the shotgun can be quite deadly. After you destroy the guards, Gryphon comes in and tells you of a secret exit. He opens it and you're on your way.

3



Head through the bot repair facility on your way to area **2**.

This storeroom houses several guards. Deal with the one on the ground floor, then climb the stairs to wipe out the others.

3



After a while, Gryphon tells you that there's a secret way out, which he shows you.

When you travel down the secret passage to area 4 another cutscene plays. Gryphon again tries to wave you past the guards. Unfortunately, the guards are on to you and they open fire once they open the door for him. Two turrets fire on you from the ceiling, so dealing with those is your first priority. Arm yourself with the submachine gun and aim high. Once they're defunct, make your assault on the control room. You need a Geo Mod weapon for this one—good thing you picked some up at the entry to the secret passage. Blow a hole into the control room and kill the guards inside. Then press the two buttons on the right-side wall. The first one really doesn't do anything—it turns off the guns you just destroyed. But the second button turns off the two turrets on the other side of the room, and why have those armed if they don't have to be?

With the turrets off, open the doors and let Gryphon in. Then advance to the elevator and ride it down to area 5. There you pick up the next vehicle in *Red Faction*—the Asyr Fighter. Follow Gryphon into the fighter and let loose on the guards. Then aim the fighter at the ceiling and head up through the opening in the roof.

4



Aim high and take out the turrets on the ceiling.

4



Press both buttons to deactivate the turrets. Then let Gryphon into the room.

5



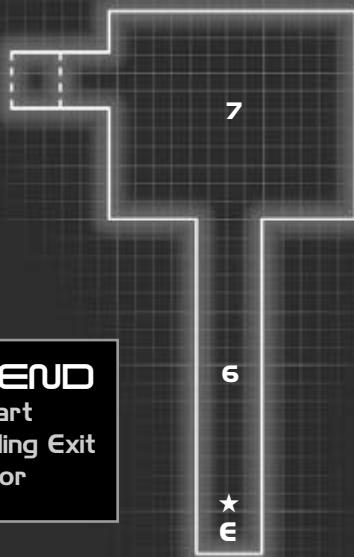
Ride the elevator down and board the fighter. Then use the ship's Gatling gun to take care of the guards.

5



Point your ship at the ceiling and aim out the opening in the roof.

Level 7 Stage 2



LEGEND

- ★ Start
- € Ceiling Exit
- Door

Pilot the fighter down the shooting range at area 6 and take on the other fighters with your ship's missiles. You face several, but you have more than enough ammo and armor to survive the trip. Follow the red lights—they lead you to area 7. Once there, pick off the guards on the turrets with your remaining ammo and bring the ship to ground on the circular landing pad. Disembark and follow Gryphon to the doorway.

6



Follow the red lights down the range and shoot the other fighters you run into.

7



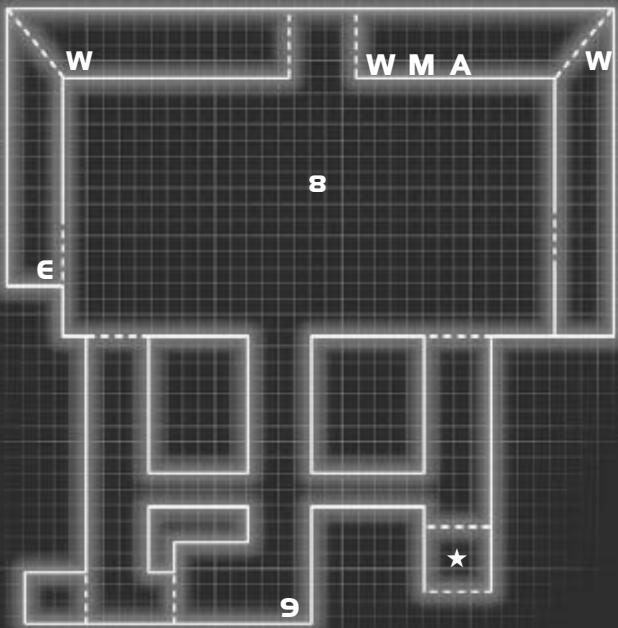
Take care of the guards on the towers and clear the area.

7



Bring the ship to ground at the circular landing area. Get off and head to the next stage of level 7.

Level 7 Stage 3



LEGEND

★	Start
●	Elevator
A	Armor
M	Medkit
W	Weapons&Ammo
€	Envirosuit
---	Door

You've reached a warehouse of sorts. Check out area 8. There are tons of goodies in here and in the surrounding rooms, as well as above. The only problem is the infantry suppression bot guarding the room. You don't have anything to touch it, so lure it back to area 9. Once you've done that (you have to hear Hendrix tell you that's what you need to do), climb to the control room and flip the two switches. The first opens the cover to the blast furnace, and the second turns on a fan. The fan is powerful enough to blow the bot into the furnace and destroy it. Chalk up one dead bot. Once it is out of the way, Orion shows up—where was he when you were trying to kill the bot?—and takes Gryphon away. You're on your own to level 8.

8

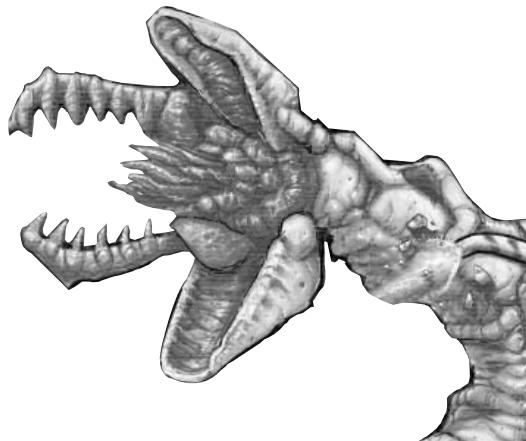


This room has tons of items above (you have to climb the ladders to reach them) and in the surrounding rooms. The only problem is this large bot.

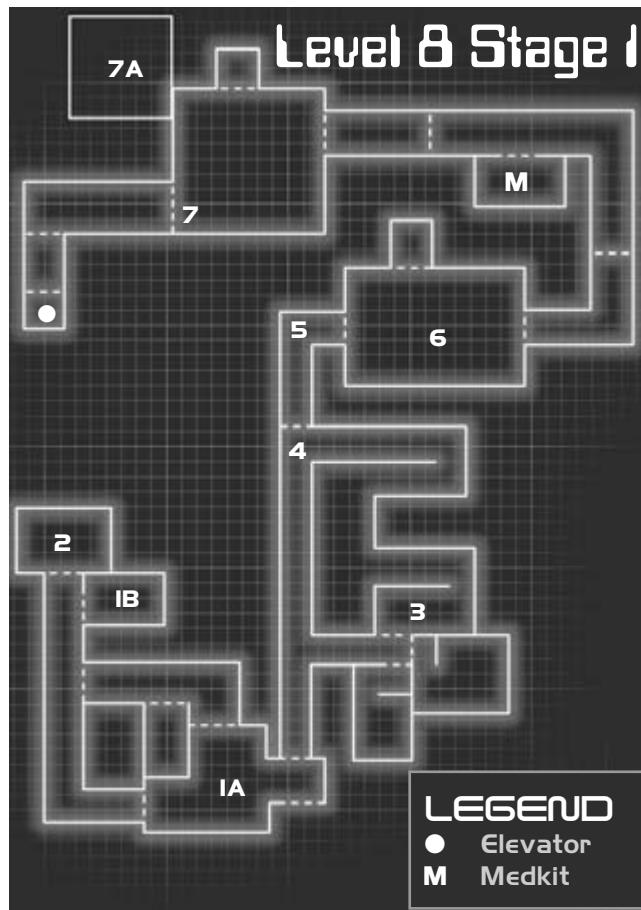
9



Once you've taken care of the bot, Orion appears to take Gryphon away.



Level 8: Medfac



Now that you've kidnapped Gryphon and gotten him safely into the hands of Red Faction, Eos has another important task for you. This time you have to get to Capek. And at the end of level 7 you were standing over the secret entrance to the medical facilities and his offices. Are you ready for trouble?

Open up the blast furnace at the end of level 7 and crawl down the ladder to a small air duct. Crawl through the shaft to the vent opening above area **1A**. The vent continues on to area **1B**, so you have to make a decision about how to tackle the level. The mission is designed for you to drop in at area **1B** and pick up a lab coat at area **2**. From there you perform the secret agent routine as you

infiltrate the medical facility. And if that's the way you want to take it, you can. Pick up the lab coat and elude the guards as you move from area **2** to area **3** and beyond.

But you have a choice. You are fairly well armed and armored (thanks to all of the goodies in level 7). So why give it all up and go secret agent? You will have only the pistol, and you won't have any armor. If you'd rather go guns blazing, drop down in area **1A** and have at it. Keep moving as fast as you can and let the guards have it. You'll move quickly through areas **3**, **4**, **5**, **6**, **7**, **8**, and all of the way to Capek in area **9**.



After arming yourself with all of the remaining goodies in level 7, climb down the ladder inside the blast furnace.



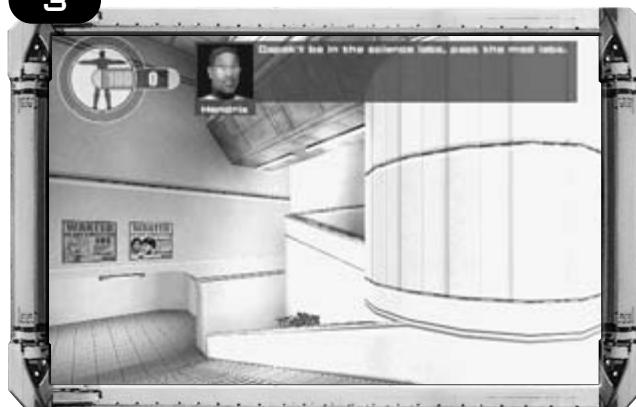
At the bottom of the ladder is this air vent. Crouch down and climb in.

1A



Drop in here if you want to go guns blazing.

3



If you are going in by stealth, go up the staircase at area 3 rather than straight down the hallway to area 4. You avoid more guards this way.

1B



Or drop down here and head for area 2.

4



You've made it through most of the guards at this point. Go through the doors.

5

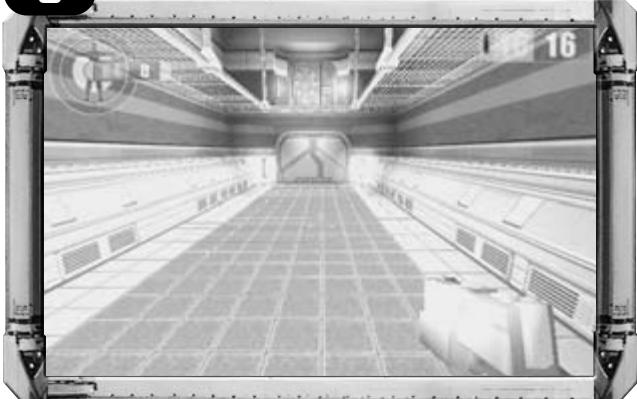


Area 2 holds the lab coat you need if you are going to sneak around. Like in the level where you kidnapped Gryphon, avoid the guards so they don't detect you.



This is another load point. Once you make it through here, the frequency of the guards picks up. It's awfully difficult to get through this area stealthily. That's why we recommend going in with guns firing. You have a better shot of running this gauntlet.

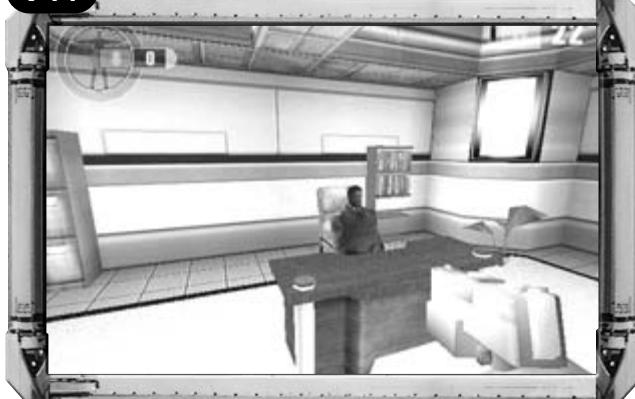
6



Keep working your way down the hallway. You're almost to Copek.

Whichever way you reached area 7, at this point you have to get the security key from the administrator in his office. Work your way into area 7A and shoot the man behind the desk. He's got the key to Copek's lab and it's the only way in. Unlock the door, then head for the elevator. It takes you down to Copek.

7A



This guy has the key, and the only way to get it is to kill him. Take the key and open the locked door.

7



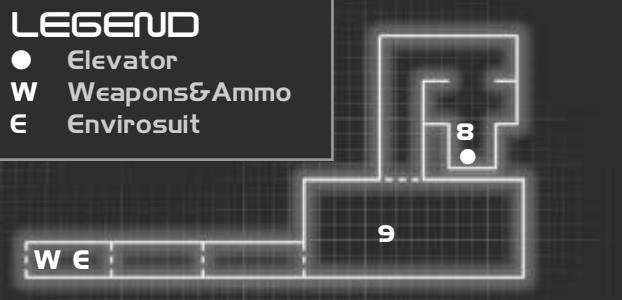
This door is locked. You need the key from area 7A to unlock it.



Level 8 Stage 2

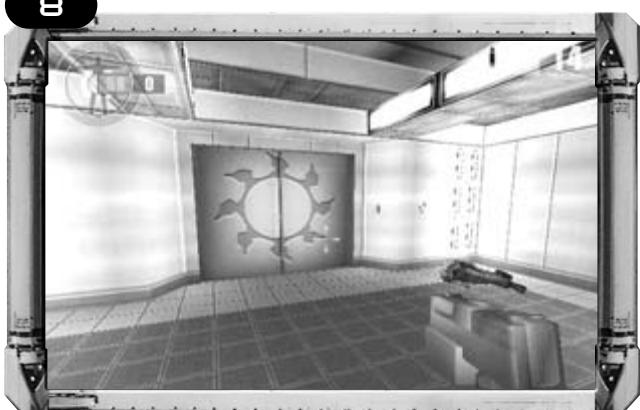
LEGEND

- Elevator
- W Weapons & Ammo
- € Envirosuit



Exit the elevator and deal with the guards at area 8. If you've managed to keep the alarms from sounding, you've done quite well. If you haven't, killing the guards will provide some much needed medkits so you can heal up before you enter the lab at area 9. When you go to open the doors to the lab, be very careful. The guards on the inside are elite guards, which you've met before. Either sneak past the guards or kill them outright and climb the stairs to Copek.

8



If you've already tripped the alarms, the guard on the other side of the elevator is fair game. He'll drop a medkit when he dies, too.

9

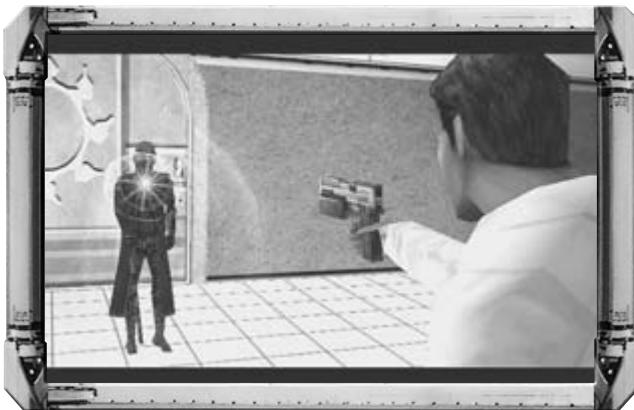


9



Be careful when you open the doors to the inside of the lab. Elite guards patrol there. Sneak past them or kill them, and then advance on Capek.

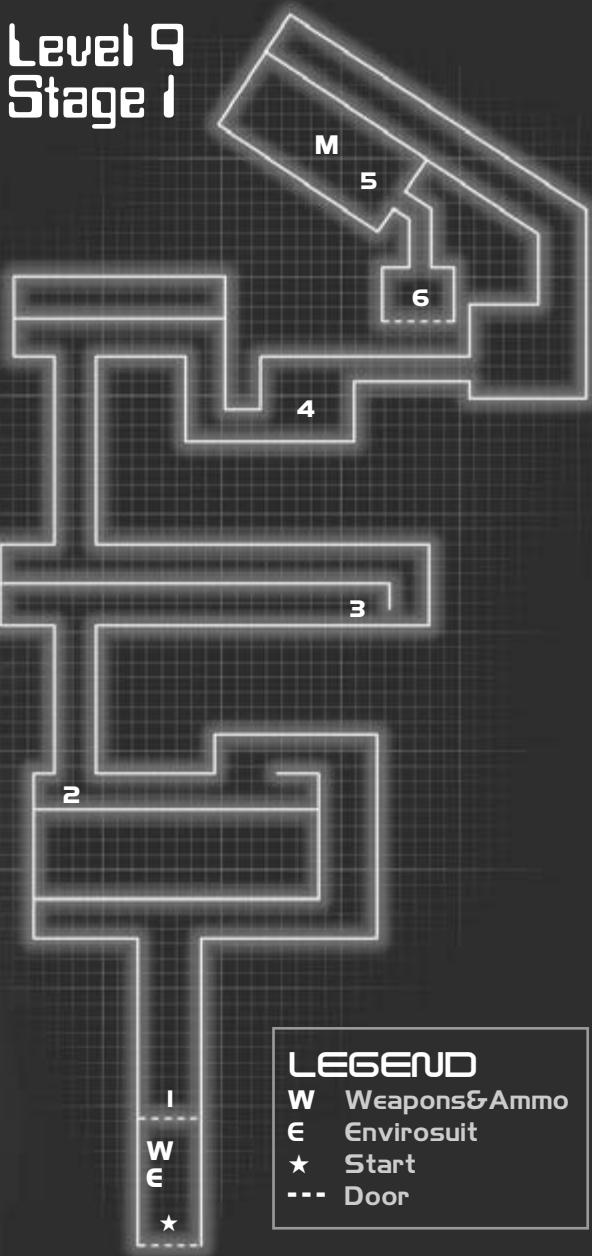
You trigger another cutscene when you reach Capek. This time a little bit more of the story unfolds. Capek actually thanks you for the revolution; it gives him more subjects for his testing. What exactly that is at this point, we don't know. But it's definitely something bad. Which is why Parker opens up on Capek in the cutscene. Fortunately for Capek, he's got a nanotech shield, and the bullets harmlessly bounce off of the shimmering purple shield. After Capek's little speech, he flees through the door and you chase after him into level 9.



When you confront Capek, a small cutscene appears. Capek tells you of his nanotech shield (after you try to shoot him, of course) and then flees. Chase him into the next level.

Level 9: Chasing Capek

Level 9 Stage 1



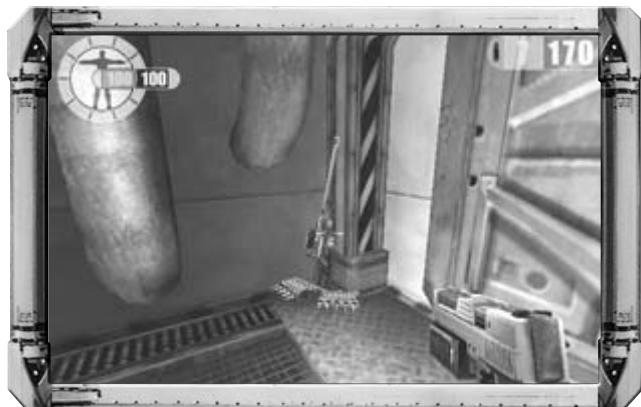
Follow Capek down the hall to the airlock. Once there, check out the locker halfway down on the right side; it holds an envirosuit. Finally, some armor again (if you went the secret agent route last level, that is)! Then turn around and look near the door you came in; there's a shotgun and shells on the right and a sniper rifle to the left. Once equipped with all of the goodies, move through the airlock and proceed to area 1.



Looky here! An envirosuit to provide you with some added protection.

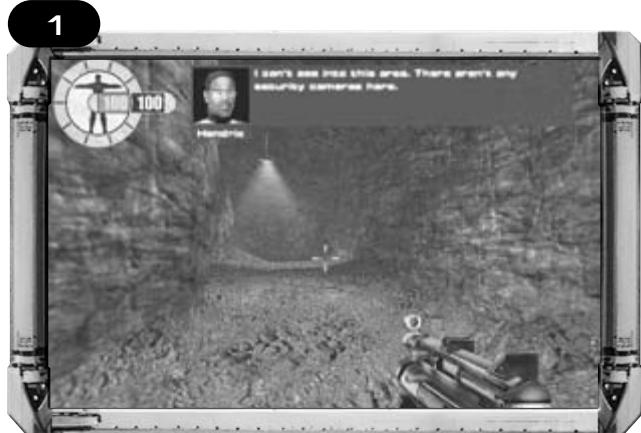


A shotgun and shells sit on the right-hand side of the door...



... a sniper rifle and bullets are on the left.

Now that you are well equipped and armored it is time to chase Capek through level 9. The level twists and turns a lot, so keep your bearings and stay on course. Watch out for the reapers. They are large bug things that come crawling out to attack you. One bite won't kill, but there are tons of the creatures throughout the level, so you have to stay on your toes to defeat them all. As you start out the level at area 1, get your submachine gun out (you should have picked one up from the dead elite guards at the end of level 8) and be ready for action.



Draw your submachine gun as you advance up the corridor. Be ready for any reapers that come out.

The tunnel leads to a chasm. You chase Capek around the outside rim over to area 2. Take out the sniper rifle to look around. The scope is great for penetrating the dark caves. You run into guards along the way, so take them out immediately.

2



Use the sniper rifle's scope to look around before charging ahead. You'll catch up to Capek soon enough.

2



Be careful of the rocket launcher-equipped guard on the other side of the chasm; you don't want to be on the receiving end of one of his projectiles.

When you reach area 3 swim across the water.

Remember that the 12 mm pistol is the only weapon that can fire while you are underwater. You run into several reapers along the way. At one point, you encounter one of those underwater whale creatures, which you have to shoot as well. Be careful when you cross the water and reach area 4. The steam geysers can damage you just as easily as the bugs concealed behind them. Keep your wits about you and deal with the bugs in turn.

3



Cross the water to reach area 3. Remember that the pistol is the only gun that works underwater.

4



At one point you face one of the underwater whale creatures.

5



Watch out for the steam geysers. They can damage you, too. Large and small creatures hide behind the walls of steam. Destroy them in turn.

As you wind your way through the tunnels, you come across a chasm (area 5) with a small, pyramid-like structure rising up from the water below. Several spotlights shine up into the night as well. This is the entrance to Capek's secret lab—the one that he has been fleeing to. Jump down and shoot the two reapers in the water, then make your way down into the tunnel.

5



This chasm is the entrance to Capek's secret lab.

6



Jump down to the water and enter the tunnel behind the rock jutting up from the water.

Now that you are in the tunnel and approaching area 6, get out your assault rifle—a handy little weapon you picked up along the way from one of the fallen guards. You need the firepower now as you stumble into several bots

guarding the entrance. The first one is like a floating turret that fires out a Gatling gun burst of firepower. The other bots fire an energy weapon; these are the same bots that patrolled the area a few levels back when you dumped the giant bot into the furnace. The level ends once you've disposed of the four bots and pressed the button to open the gate.



The first kind of bot you face is this floating turret. It has a ton of firepower, but your assault rifle should be up to the challenge.



The second type of bot is a smaller one that fires an energy weapon.



You can see the energy beam charge up, so duck out of the way of the coming blast. There are three of these bots.

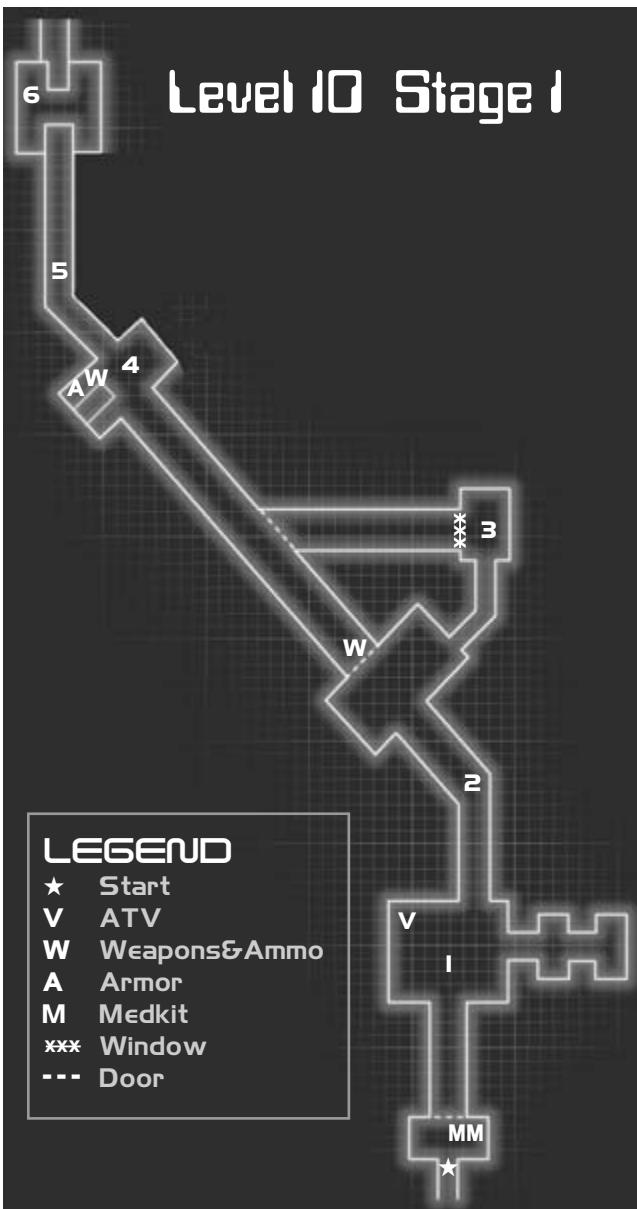


The level ends when you press the button to open this gate.



Level 10: Capek's Zoo

Level 10 Stage 1



In the first room of the level (area 1) you come across the ATV. There are two ways to operate it. If you approach the ATV from the back, you can hop on the back and man the gun mounted there. Use it to mow down the guards and the reapers in the adjoining room. Once the guards have been taken care of, disembark and approach the ATV from the front. This time hop behind the wheel. Move down the corridor in the ATV. You come across several guards and reapers as you make your way to area 2.

1



Area 1 contains the ATV. The game offers two operating modes.

1



Approach the ATV from the rear to take control of the mounted gun on the back. Use the gun to cut down the guards and the reapers.

1



Approach the ATV from the rear to take control of the mounted gun on the back. Use the gun to cut down the guards and the reapers.

2



After the guards die, get off the vehicle and approach it from the front. This puts you behind the wheel.

2



Run down the guards as you approach them. The ATV provides armored protection.

After area 2 a closed gate blocks your passage. Get off the ATV and take the small corridor to your right. This leads to an observation room at area 3, where a couple of scientists are looking over some bizarre creatures. Calek tells you that these are some of his failed experiments. It seems that not all of his nanotech experiments have gone well; these failures are former miners. Kill the scientists and then press the button to open the other side of the observation room. Then blow out the windows and put the miners out of their misery. They wouldn't want to live like this. When you're done, exit the observation room and go back and press the button that opens the gates. Now you can get back in the ATV and drive to area 4.

3



This is the observation room. Wipe out the scientists, then press the button to open the other side.

3



Blow through the glass and put the miners out of their misery.

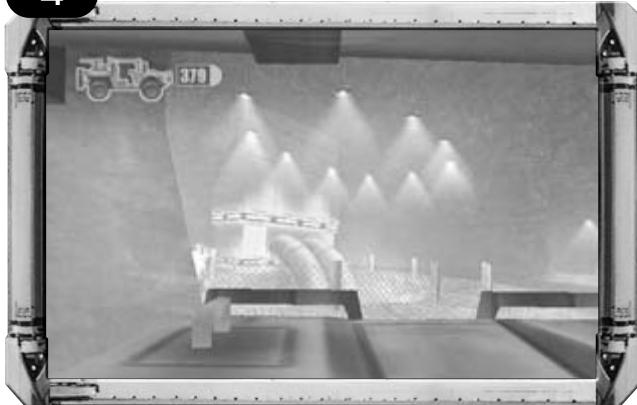
3



Then open the gates so you can get back to the ATV and go to area 4.

At area 4 you walk into an ambush. Run down the guards or get off the ATV and let loose with your assault rifle. In the back left-hand corner are ammo and armor pick-ups. Then hop on the ATV and be careful as you drive up the narrow passage at area 5. One false turn and you could fall off the cliff. The road ends at area 6. There is no way to extend the bridge, so leave the ATV. Kill the guards on the other side and jump down to the side of the pool below. Get out the pistol—you will be going for a swim. There's another one of those underwater creatures.

4



Several guards patrol this room. Either run them down or hop off and use your gun to eliminate them.

5



Be careful as you drive along this cliff. The path is narrow and one false turn will send you to your doom.

6



You run out of road at area 6. Leave the ATV and deal with the guards on the other side of the room.

6



Then jump down and go for a swim. One of those underwater creatures lurks below the surface.

6



Make sure you get out the pistol. It's the only thing that fires underwater.

Go for a nice long swim after you demolish the underwater creature. Follow the underwater lights; they lead to area 7, another submarine bay. There are several guards, so climb up and waste them quickly. Once they're out of the way, press the button to drop the submarine into the water. Get on board and make your way through the underwater passageways to area 8. Shoot down the enemy sub with your torpedoes, then press on and kill the underwater creature lurking beyond.

7



This is your goal, another submarine bay.

9

Level 10 Stage 2

8

W 7

LEGEND
★ Start
W Weapons&Ammo

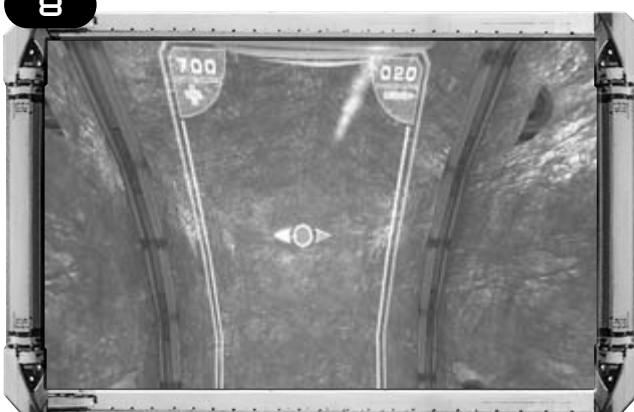
★

7



Get out of the water and shoot the guards.

8



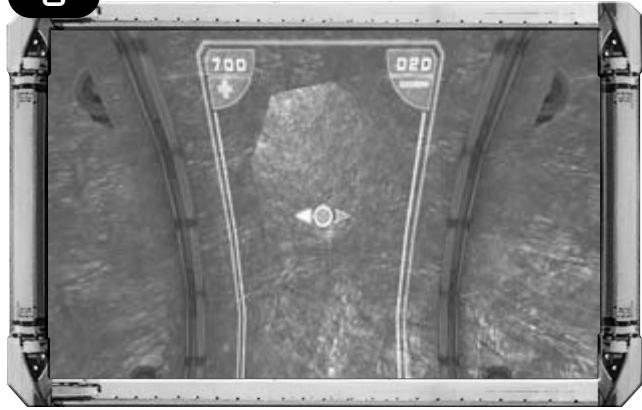
Shoot down the other submarine with your torpedoes and kill the underwater creature on your way to area 9.

7



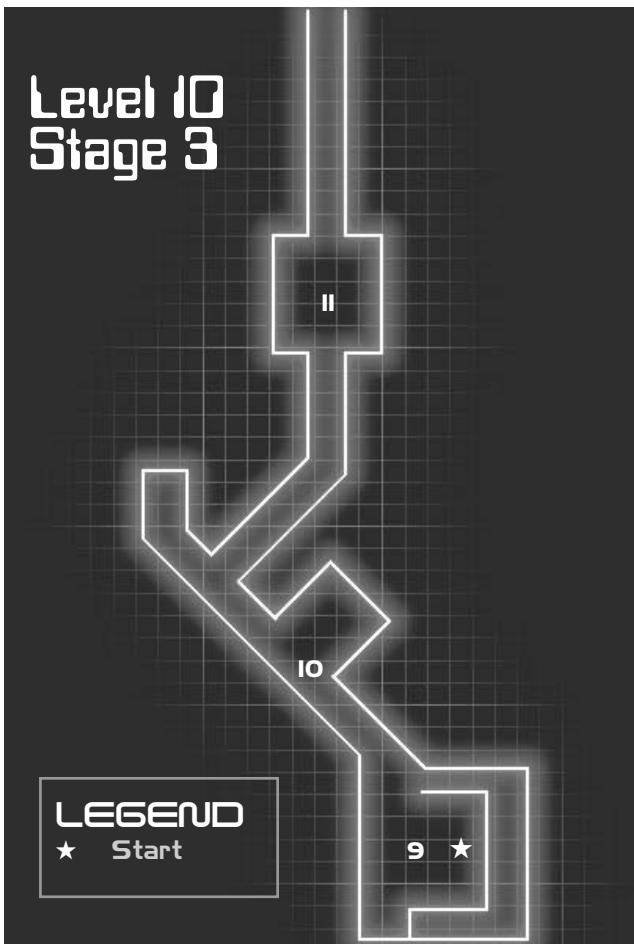
Then press this button to lower the submarine into the water. Climb aboard and move to area 8.

8



Follow the white lights down the underwater tunnel.

Level 10 Stage 3

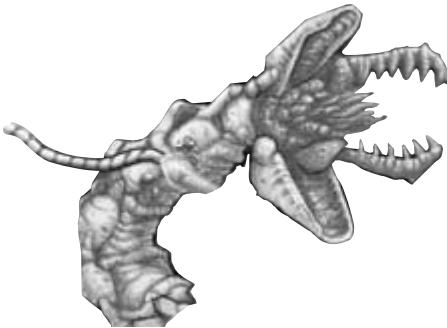


Area **9** is the end of your submarine ride. Exit the water with your gun ready. There are several guards up here, and one of them is tossing around grenades, so stay moving. You don't want to be too close to one of the explosions. After the guards are dead, make your way to area **10**. When you push the button, the gated door does not open. Capek chides you, saying that it won't be that easy, so you have to press on. An offshoot farther up the hall allows you to climb down. Go for that area and get the rocket launcher ready. A large worm ahead shoots a deadly green slime. After hitting it with a couple of rocket blasts, switch to the assault rifle to put him under.

Once the worm is on the ground you notice a grating in the floor and a button nearby. You could press the button and open the grate, but it leads to another worm. Do you really want to face another one of these beasts? There's no reward, and the exit to the level is up the corridor. Go that way instead.



Climb up here and be ready for action.



Kill the guards and move on up the hallway.



When you press this button, the gate won't open. You have to go farther up the corridor and take the offshoot to area **10**.



This worm is quite deadly. Hit it with a couple of shots from the rocket launcher, then switch to the assault rifle to finish it off.

10



Once the worm is out of the way, you will notice this grating and switch. It leads to another worm. Skip it and move up the hallway to the exit.

Level II—Capek's Inner Sanctum

When you reach area 1 you hear two guards discuss how bad things are getting. If they only knew how bad things are going to get in a minute when you crash the party. Move on up and end their day. Be careful of the two guards on the far side of the bridge; you have to close the distance quickly. Once on the other side, press the button to open the door so you can enter Capek's inner sanctum.

1



Get ready for action when you reach this point. Two guards patrol this side of the bridge.

1



Two more are on the other side. Deal with them quickly and press the button to open the door.

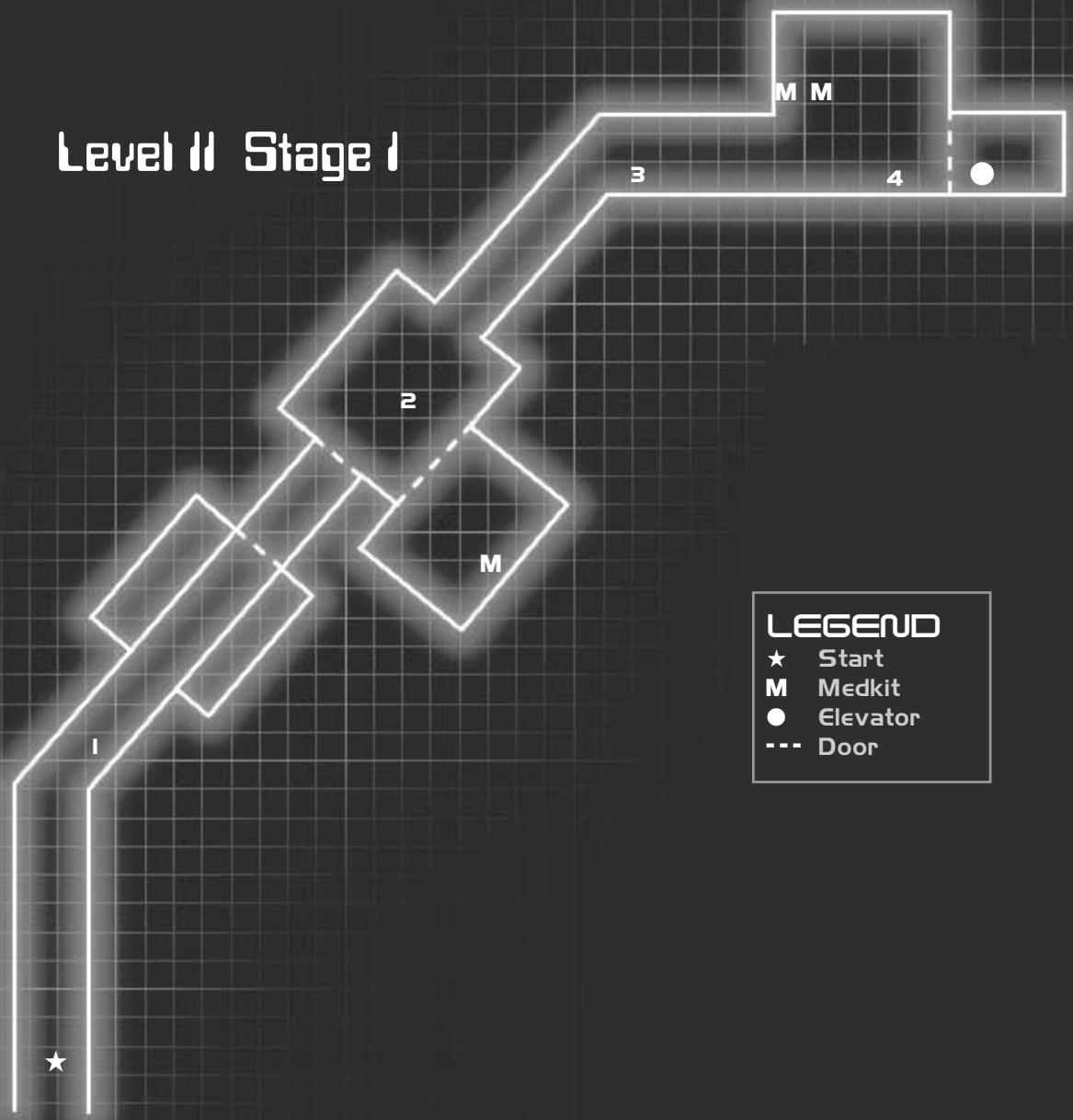
1



The airlock allows you access to Capek's inner sanctum.

Take care when you go through the airlock and aim for area 2. Several guards wait on the other side, along with a ceiling-mounted turret. Actually, throughout this level several ceiling-mounted turrets bombard you. They must have been running a sale on them because Capek has them all over the place. In the room off to the right is a medkit. Just don't go down the ladder. It leads back to the second worm that you avoided in level 10. You don't want to go back there, do you?

Level II Stage 1



2



Look out for the ceiling-mounted turrets on the other side of the airlock.

3



Watch out for the pair of ceiling-mounted turrets around this bend. Take care of the guards first.

2



The room to the right contains a small hole in the floor with a ladder leading down. Don't go this way. It leads to that worm back in level 10.

Like we said, there are tons of ceiling-mounted turrets. In fact, there are two of them just beyond this bend in the hall, area 3. Take out the guards first, then go for the turrets. Off to the left is a small room that contains a pair of medkits to restore Parker's health. He probably needs it after all of the blasts from the turrets. Once you are ready, go to the elevator door at area 4 and descend to the next level.

3



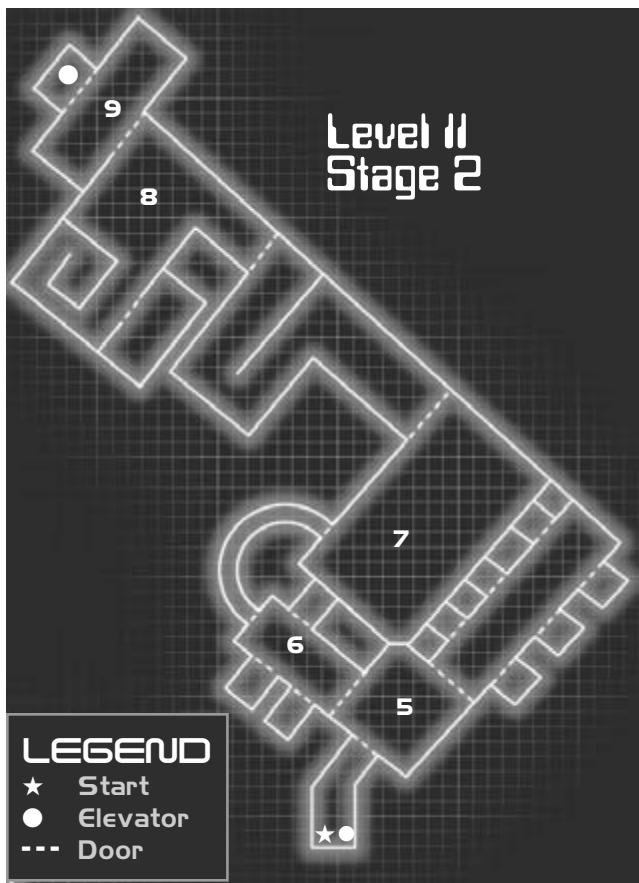
Pick up the medkits in the alcove on the left before heading for the elevator.



4



Ride the elevator down to the next part of the level.



At the bottom of the elevator, take out the few guards standing in your way. Once they're dead, advance on the doorway to area 5, but don't open it until you are ready for action. The guards patrolling the catwalks above have the advantage when you enter the room. Take out the guards and enter the room to your left. That leads to the first in a series of holding cells—area 6. These are more cages for the results of the failed nanotech experiments on the miners. Press on, dealing with the guards when you come across them.

5



Be ready before you open the door to area 5. Guards roam up above on the catwalks.

6



You've entered another holding cell area.

6



More cages wait for Capek's failed nanotech experiments on your fellow miners.

Once past area 6, work your way through the corridor into area 7. This is a sort of command center, with lots of scientists and guards. Kill them all. You could enter the room to the right and go above the holding cells, where there are controls to release the miners and other failed experiments. But there is no need to. So stick to the path that leads toward area 8—another heavily guarded room with bad guys on the catwalk above. Move quickly and you will do well through this section. You are trying to make it to the elevator at area 9. It leads to the final level of Capek's inner sanctum.

7



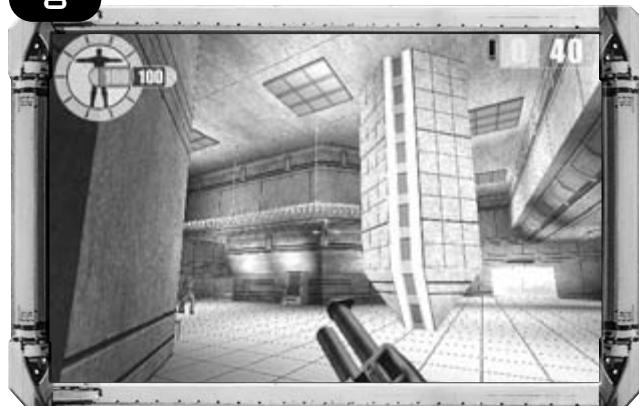
Move from area 6 to area 7—it's a kind of control center for the scientists and guards.

7



Take this door as you press on to area 8.

8

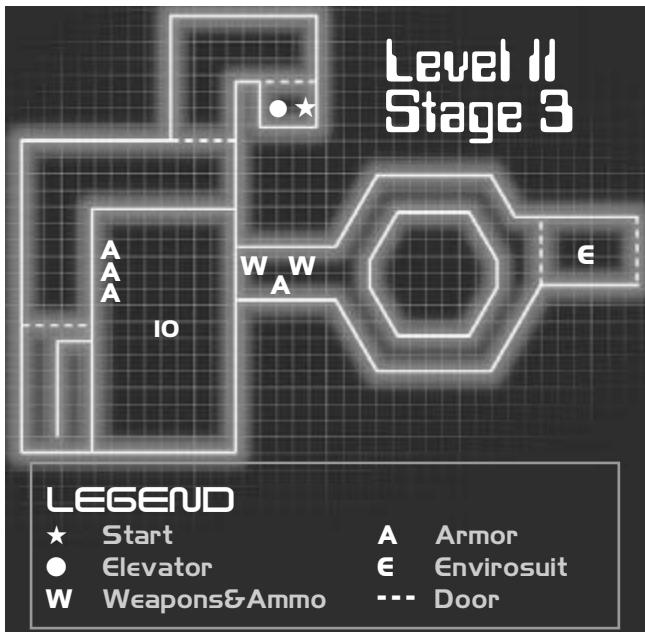


Another room holds guards both on your level and the one above. Be careful.

9



This elevator leads to the final level of Capek's inner sanctum.



Guards are waiting for you when the elevator doors open, so don't get caught snoozing. You'll wind up taking a beating. And the final battle with Copek will take all of your health, so dodge all of the bullets you can. Once the first two guards are eliminated, advance on the door and blast the handful of Ultor security guards that wait for you. They drop shotgun shells and a medkit, which you will need, but don't pick the medkit up until they are all cleared out. You can't afford to waste any health points now. Climb down the staircase and enter Copek's inner sanctum.



Take care of the guards down this hall on your way to area 10. Kill all of the guards before picking up any medkits that they might drop.



Area 10 lies on the other side of this door. Use it for cover as you eliminate the elite security guards waiting for you. Once the guards are out of the way, the final battle with Copek begins.

Once you have killed all of the elite security guards, the final battle with Copek starts. The raised platform in the center of the room lowers, and Copek comes floating down. At the same time, Eos shows up to help out in the fight. Unfortunately for you, while Eos pours on lots of fire-power, Copek seems content to shoot at you. Take cover at the base of the platform and pop out to fire on him. Don't waste your time with the rocket launcher or any other kind of explosive. Copek's nanotech shield is impervious to explosions. Use the assault rifle to damage him.

After a time, Copek stops floating and stands on the top of the platform. You have him down but not out. Charge at him with guns blazing to finish him off. Eos stops you just short of killing him once he falls, and you watch a small cutscene. Eos wants to wring the antidote for the Plague out of him before he dies. She tells you to exit the level the way she came in and follow the instructions of Hendrix and the miner you will meet there.



10



Once the elite guards are down and out, it's up to you and Eos to defeat Capek. Use the assault rifle.

10



Take cover at the base of the platform. You can't survive too many hits from Capek's energy weapon.

10



Once Capek is down, a short cutscene plays. Eos wants to get the Plague's antidote out of him before he dies, but no such luck. She sends you off to meet up with another miner, while she searches through Capek's computers.

10



Exit the way Eos came in and you find this small storehouse of goodies.

Level 12: A Canyon Ride to the Comm Center

When Eos told you to scram at the end of level 11, the computer was counting off a self-destruct sequence. If you've made it this far, that means you got out before the whole thing went ka-blooey. Along the way to area 1, Hendrix tells you that Eos knows some people in the fleet and hopes that if she sends a message off to them she can get them to come to Red Faction's rescue.

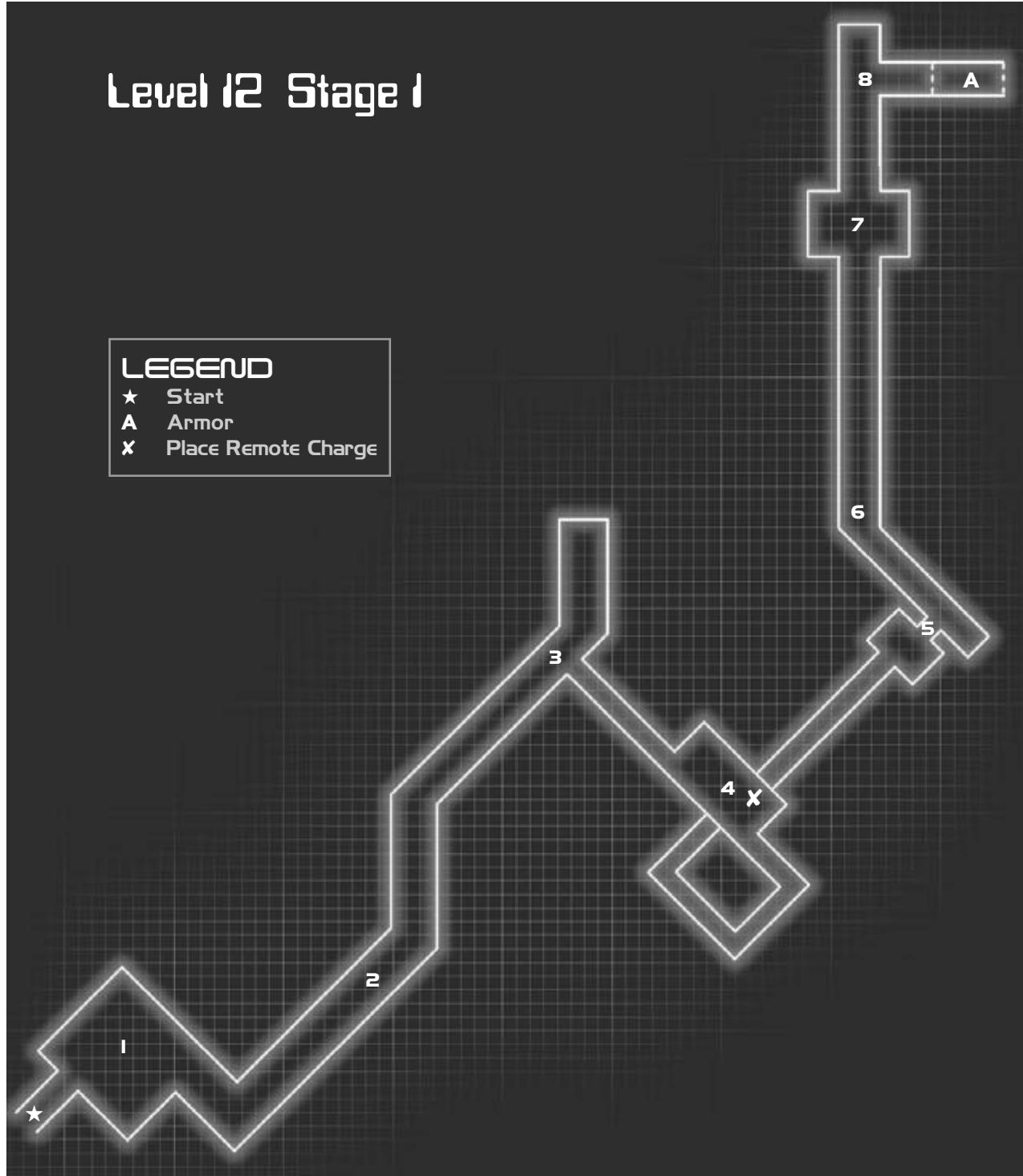
When you reach area 1 a Red Faction member driving an ATV meets you. He has the disk with the message for the fleet. Take the disk and climb onto the back of the ATV for your canyon ride over to the comm center. He'll drive, so it's up to you to man the gun and take care of any trouble you run into.



Level 12 Stage 1

LEGEND

- ★ Start
- Ⓐ Armor
- ✗ Place Remote Charge



1



After exiting Capek's lab, you come out into this clearing and meet up with another Red Faction member. He has instructions to give you a disk and a ride to the comm center.

2



Watch out for the fighters strafing the canyon.

1



Hop on the back of the ATV and take control of the rear gun. Fire on the guards.

Up the canyon you encounter several guards. Don't worry; they're no match for the ATV's powerful rear gun. But you run into a more formidable foe at area 2. Remember that fighter you piloted back when you kidnapped Gryphon? Well, several fly through the canyon and strafe your position. Several long blasts from the ATV's gun will send them plummeting. If you are having problems with these pesky fliers, get off the ATV and open up with the rocket launcher. They can do the job quite nicely.

3



This boulder-strewn area marks the end of your ATV ride.

3



Search the area behind the boulders for the way to the next section.

Eventually you enter a large cavern. Look up. See that air vent cover up high? That's your goal in area 4. To get there, dive into the water and go for a little swim. There aren't any creatures in the water, so you're safe. But reapers inhabit the short tunnel you walk through when you climb out of the water. If you have any flame thrower fuel, use it on them. They don't like the heat at all! Once you reach the vent it's time to get inside. You could walk out to the edge and go through the vent that way, but one false step and you will fall to the cavern floor, take damage, and have to start all over again. An easier and safer way is to place a remote charge to the side of the air vent and blow a hole in.

4



See the vent cover along the top of the screen? That's where you need to end up.

4



Take a little swim to get there. Don't worry; there aren't any creatures in the water.

4



But once you are out of the water, be prepared for more annoying reapers.

4



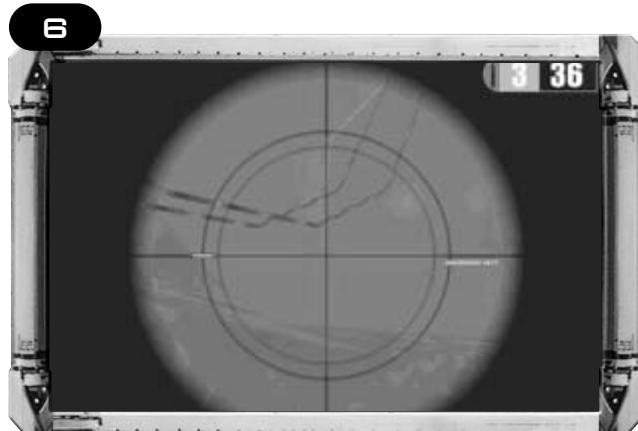
At the air vent, place a remote charge to blow a hole in the wall. This gives you access to the shaft and allows you to advance to area 5.

Race through the shaft until it ends. Then climb the ladder and follow the lighted path at area **5**. This path leads outside to the canyon ledge. To cross the canyon, pick up the tram at area **6**. Plenty of guards patrol the other side, so be ready for action as the tram approaches its final destination. If you have any ammunition for your sniper rifle, start picking off the guards before you get to the other side.

Once the tram comes to a complete stop at area **7**, exit at the platform and clean up any guards you couldn't get with the rifle. The sniper rifle isn't a good weapon for running around with, so switch to something like the automatic shotgun or the assault rifle. With the guards out of the way, walk to the airlock at area **8** and enter the comm center. You've just completed level 12 and are ready for the assault on the facility itself in level 13.



Race through the vent shaft, then climb the ladder to this point. Then follow the lighted path to the tram.



Guards wait for you on the other side. If you have the sniper rifle, turn on the scope and try to pick off the guards before you get there.

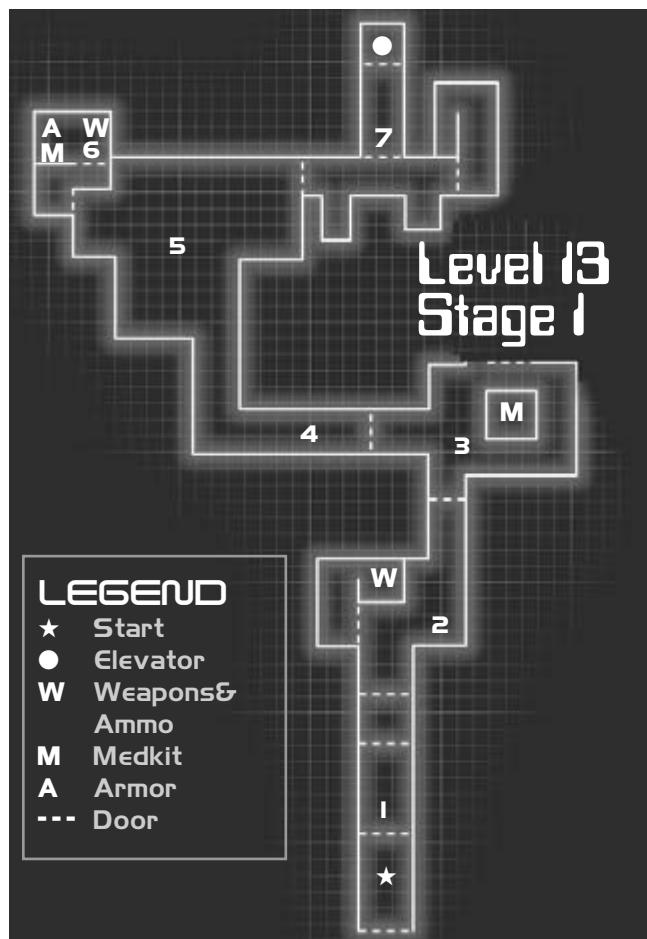


Once across the canyon, exit the tram and deal with any guards you couldn't hit with the sniper rifle.



Enter the airlock at area **8** to complete level 12.

Level 13: The Comm Center



Proceed through the airlock and enter the comm center. Once you are inside a message appears from Hendrix—the console you are looking for is at the top of the comm center, so you have to find an elevator. Unfortunately for you, the elevator at area 1 isn't the one that takes you right to the console; nothing in this game is quite that easy. Get your weapon ready and take the time to reload it with ammunition. Guards are waiting for you when you get off the elevator, and running out of ammo in the middle of a firefight is never a good idea.



Take the elevator down and ready your weapon; guards await when you get off.

When you step off the elevator you enter a hornet's nest of guards at area 2. Take your time and use the corridor walls for cover. If you advance all the way up the hall, you will be in the open. Stay at the end of the hall and let the guards come to you. You can pick them off easier that way and move back and forth from one side of the corridor to the other for protection. Once the guards are dead, go through the door on the left and pick up the ammunition in the crate on the floor.



This room swarms with guards.

2



Once you've dealt with them, take the door on the left to get more ammunition.

With area **2** secure it's time to advance on area **3**. This room features a large group of guards and another one of those ceiling-mounted turrets. If you can, pick off the guards from outside the room (sniper rifle, anyone?) before entering it. This keeps the turret out of the picture until you are ready for it. Remember to divide and conquer. Taking on all of the guards and the turret at the same time is a fast way to deplete your health and armor. When you've cleared out the guards and the turret, refresh your health in the control room in the area's center.

Don't bother with the room in the northwest corner of area **3**. It houses a large generator, but that's about it. Move down the hall toward area **4**.

3



This room houses a large number of guards as well. Watch out for the ceiling-mounted turret (what, was Copek in charge of decorating this place?). There are adequate first aid supplies in the control center in the middle.

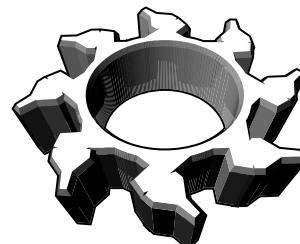
On the way to area **4**, you come across some dug-in guards. Your supply of grenades should be low, but if you have one go ahead and lob it down the hall. Set it for a delayed fuse rather than an impact one. You want it to roll a little bit after you pitch it down the hall. If you're fresh out of grenades, try picking them off with a head shot via the sniper rifle. Failing either of those two methods, you could just rush up the corridor like you're in some kind of bad action movie.

4



The guards in this corridor are entrenched behind two sandbag emplacements. If you have any grenades, lob one down the hall to blast the guards.

When you enter area **5** you have the advantage of the high ground over the guards below. Keep moving and strafe the room with fire from your assault rifle. In this situation you want a weapon that delivers a lot of ammunition and pins your enemies down. Once the guards are eliminated hit the room in area **6**. It is a treasure trove of ammo, armor, and medkits. Makes you wonder if the level designers are prepping you for a big fight. If you don't already have it (and you should) you get the sniper rifle in this room.



5



The guards are all over the place in this room. Keep them pinned down with fire from above.

6



If you don't already have it, you've just found the sniper rifle! This room also has tons of ammunition, armor, and medkits.

Once you are fully equipped, go to the elevator at area 7. This is the one you've been looking for—it leads to the heart of the comm center. The elevator overlooks the canyon. Several of those fighters are flying around out there. Good thing they don't seem to notice you. You wouldn't want to be on the receiving end of a burst from the Gatling gun. Take the down time to enjoy the view and reload your weapon. The level designers were prepping you for a big fight, and you're about to step into it when the doors of the elevator open.

7



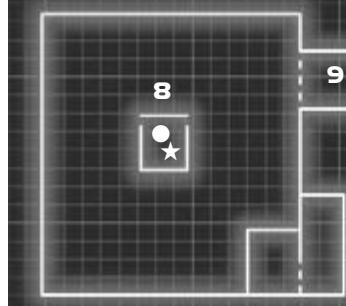
Head down this corridor to find the elevator to the next stage.

7



On the way up, you will see Aesir Fighters flying around. Be glad they don't notice you.

Level 13 Stage 2



LEGEND

- ★ Start
- Elevator
- Door

Have either the assault rifle or the submachine gun armed when you get off the elevator, whichever one you have the most ammo for. Area 8 swarms with guards, and you won't be able to kill them all; you just need to survive this little encounter. So keep your finger on the trigger and move out. First, climb the staircase up and around the elevator shaft. The console is on the very top, so get moving. Several guards on staircase patrol will undoubtedly try to stop you. Just keep firing and bully your way to the top.

About halfway up you run into a ceiling-mounted turret. Remember the previous paragraph's advice? Keep moving! If you stop to take care of the turret, the guards will catch up with you from behind. Take a couple of pot shots at it as you race up the stairs, but don't stop to fight it. You don't have the time to waste.

8



Have either the assault rifle or the submachine gun armed when you get off the elevator. Get your finger on the trigger and keep it there.

8



Climb the staircase. Just keep moving as fast as you can, and leave your finger on the trigger.

At the top of the stairs is the console you need. If you need a medkit, quickly make your way to the lockers on either side of the door to find the pick-me-up you are looking for. Don't go for a leisurely stroll, though; the guards are coming up after you, and if you wait too long they'll come pouring through the door before you can insert the disk into the console.

Approach the center console (Hendrix tells you which is the right one) and use it to trigger the cutscene. Parker loads the disk and sends the message. But where is Parker's head in this cutscene? Doesn't he realize the guards are coming fast? He acts so nonchalant as he loads the disk. He even holsters his weapon! When the cutscene ends, move in any direction quickly and get the weapon back out because the guards will have arrived by then.

8



At the top, medkits are stashed in the lockers. But be careful as you hunt around; guards will be coming up the stairs. The console you want is in the center under the windows.

8



With the transmission complete, the cutscene ends and it's time to head back downstairs.

With the message sent, your new goal is a reverse of your climb up the staircase. Blow away the guards coming up the stairs and then run down as fast as you can. Remember, you have no hope of getting rid of all of them. There are just too many. Downstairs, head for the airlock in area **9**.



The airlock at the base of the staircase is the level's exit.

CAUTION

Well. Things just got harder. You may have noticed a blue flash as you made your way down the staircase. That's the rail driver. This weapon fires a metal slug at phenomenal speeds. The slug can cut through doors, walls, and rocks—not to mention the armor of your envirosuit. The best way to avoid getting hit is to keep moving. Aiming, firing, and reloading the rail driver is a lengthy process, and movement allows you to present the smallest target possible.

Level 14: Destroying the Missile Battery

The plot thickens. You got the message off to the fleet, so it should be on its way. The only problem is that Ultor has created a laser defense grid around the planet that can chew up the fleet when it arrives. To disable the defensive grid, you have to hijack a shuttle and shut the grid down from the orbiting space station. Sounds simple, right? Well, remember those miners who hijacked a shuttle back in

level 3? Ultor's missile battery took care of them. So before you hop on a shuttle you have to take out the missile battery. Hendrix points you in the right direction, so get going.

To get to the missile battery cross the canyon, marked by areas **1** and **2** on the map. Before you move to area **2**, make sure you are armed and ready to go. The Ultor goons protecting the missile battery aren't your average guards. A good number of them carry rail drivers. What fun. So be ready. The rail driver has trouble hitting a moving target, so don't stand still for an instant. No matter how much armor you've got, one shot from the rail driver will put you down.

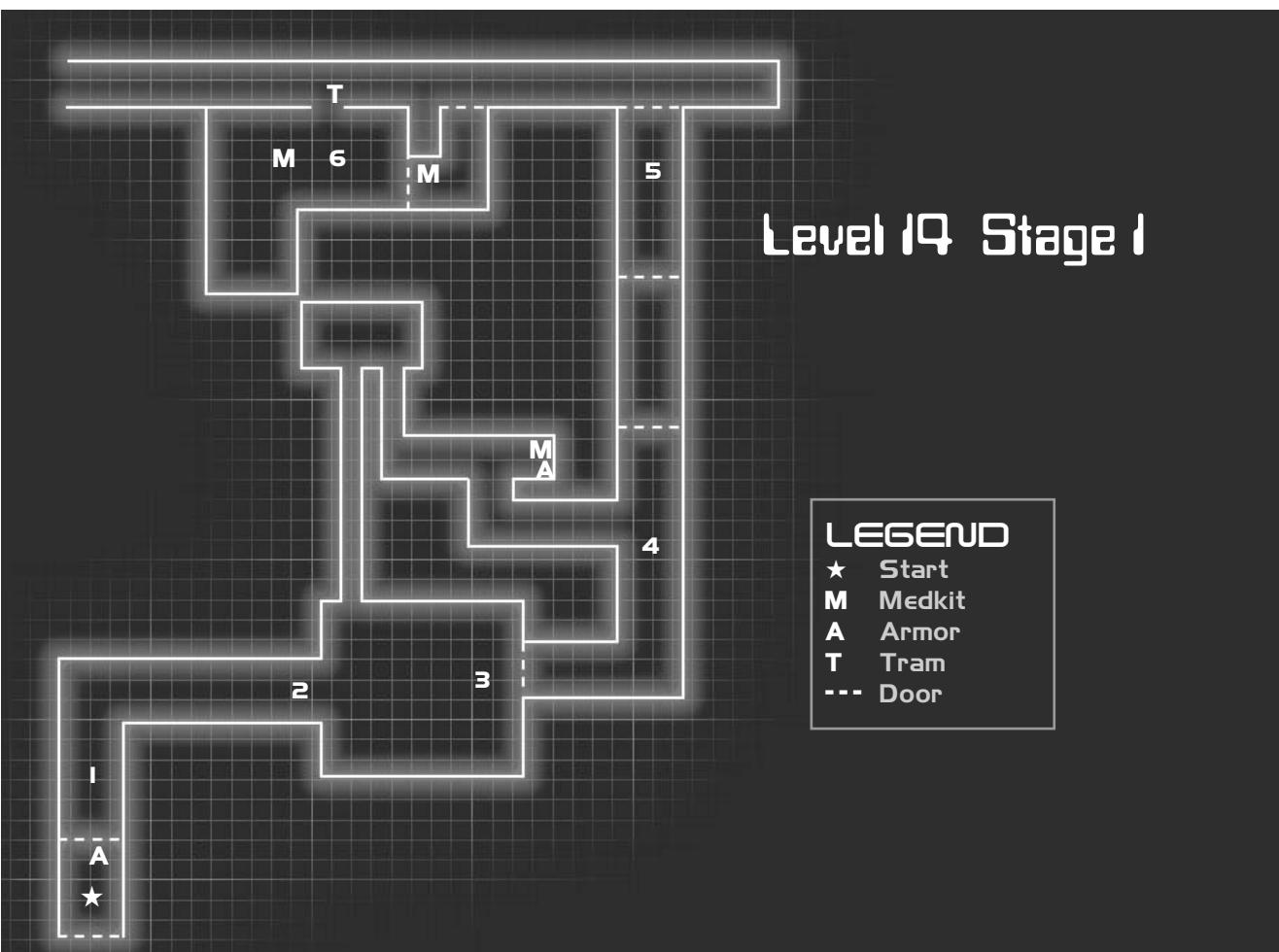


Get ready for action before making the turn into the canyon.

2



Tons of guards wait for you amongst the rocks. Some are armed with rail drivers, so keep moving.



As you approach area 3, Hendrix brings you more good news. The turrets guarding the entrance are firing explosive bullets. It's a good thing for you that the gunners are slow and would have trouble hitting the broad side of a barn. You can't destroy them, but you can dart from rock to rock using the cover to inch closer to the door. Keep moving and you won't have much trouble. In fact, you don't have to deal with the turrets at all; there's a back way in. Check out the map and take the narrow passageway along the left-hand wall of the canyon. Climb in and among the rocks and slide in the back door. You're standing at the doors to the airlock at area 4. The airlock takes you inside the missile battery complex. You still have a ways to go, but you are getting closer.

2



Be careful of the turrets at the far end of the canyon. They fire explosive rounds.

3



If you decide to assault the front door, dart in between the rocks as you move forward. An easier way is to take the narrow passageway on the left-hand side of the canyon.

4



This airlock leads to the inside of the Ultor missile battery complex. You're not quite there, but you're getting closer.

On the other side of the airlock is area 5. This passageway leads to the tram, which goes to the actual missile battery control center. Don't bother waiting at the platform; this isn't a stop for the tram. Run down to your left to the doorway right near the tram station. Open the door and shoot the guard inside. With him out of the way, make your assault on area 6. The guards in the tram station are tough—more rail drivers—so take them out kill quickly and use the medkits that you find to get healed up before boarding the tram.

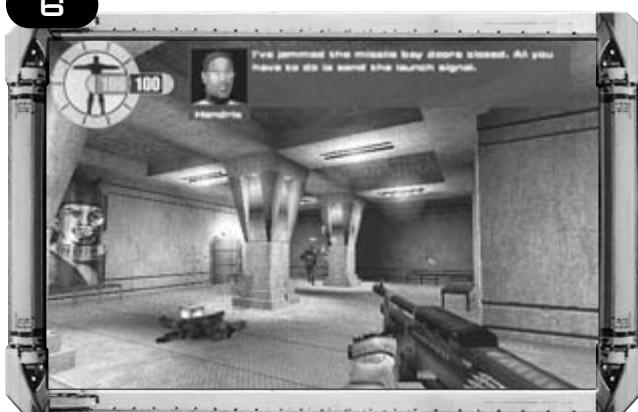
Once on the tram, you find out that Eos is still alive. She made it out before the computer self-destructed after you defeated Capek. She's found the cure for the Plague, and they are synthesizing it as fast as they can. At the end of her message, she implores you to hurry up and get to the space station—the fleet is on its way.

5



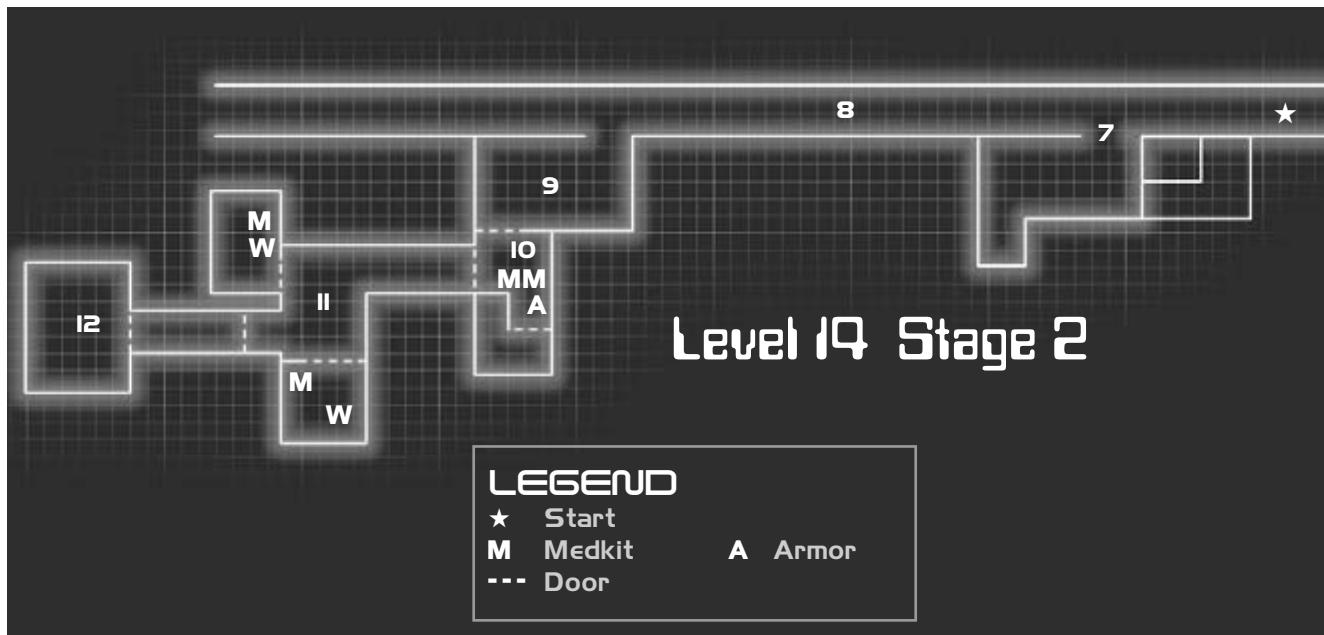
Head through this door and into the tramway on the other side. Work your way down the passage to the tram station at area 6.

6



The tram station is filled with guards. Take them out, then pick up the medkits and board the tram.

Ride the tram all the way to area 7. There are tons of guards at this tram station and they are very well armed. Take cover by the concrete pillars as you dart around destroying the guards. The increase in the number of guards must mean you are getting close. When all the guards are eliminated, look around. One of them has



dropped the fusion rocket launcher, the most powerful weapon in the game. Take caution with this weapon—the target had better be far away. The blast radius on the explosion is quite large. Once the station is clear of guards, reboard the tram and go for area **8**.

Level 1Q Stage 2

On the way to area **8** another tram catches up to yours. Two guards fire at you from the pursuing tram, so pick up a weapon and deal with these interlopers before you reach the next station.



This tram station is heavily guarded. One of the guards drops a fusion rocket launcher.



Watch out for the tram approaching from the rear. Deal with the guards before you reach the next tram station.

Area **9** is the stop you are looking for. When you get off the tram, Hendrix mentions that he's overridden the missile battery door controls and they are jammed in the closed position. Now it's up to you to make it to the control room and launch a missile. When the missile slams into the closed doors it causes a chain reaction, setting off the other missiles and destroying the missile battery altogether.

Head into the control room and press the button to open the door to the adjoining passage. The room at area **11** offers access to a computer room (loaded with ammo and a medkit) and a break room (also full of goodies). Restock your supplies before hitting the control room at area **12**.

9

The next tram stop is the one you are looking for. Take out the guards and go to area **10**.

10

Head into the control room and press the button to open the door to the next passage.

11

This area offers access to a computer room and a break room. Both are stocked with goodies, so it's time to replenish your stores before advancing on area **12**.

Once you've gotten into the main control room at area **12**, walk over to the blue console (very similar to the one in the comm center) and press the button. This triggers a cutscene of Parker pushing the button. A computer voice says that automatic missile launch will occur in 30 seconds. When the cutscene ends turn around and wait for the technician to come running into the room. He knows the override codes, so kill him before you flee the scene. Once he is out of the way, get back to the tram and make your escape. The computer counts down to zero. The resulting explosion damages the tram and the screen fades to black. That's the end of level 14. When you wake up, you will be inside level 15.

12

This is the main missile control room. Walk over to the blue console and press the button.

12



This cutscene shows Parker pressing the button, and then the computer countdown begins.

12



Take this technician out. He knows the override codes and can undo your work.

12



With the tech out of the way, head back to the tram and exit the level.

CAUTION

At this point in the game, you may have noticed that the security guards look a little different, fight a lot harder, are better armed, and have better protection. That's because you aren't dealing with the normal Ultor goons anymore. These are Colonel Masako's mercenaries, which Ultor brought in to beef up overall security. These guys are tough, so watch your step. Take a weapon that can really do some damage, like the assault rifle or the heavy machine gun. You need the extra firepower to put a dent in these guys' armor.

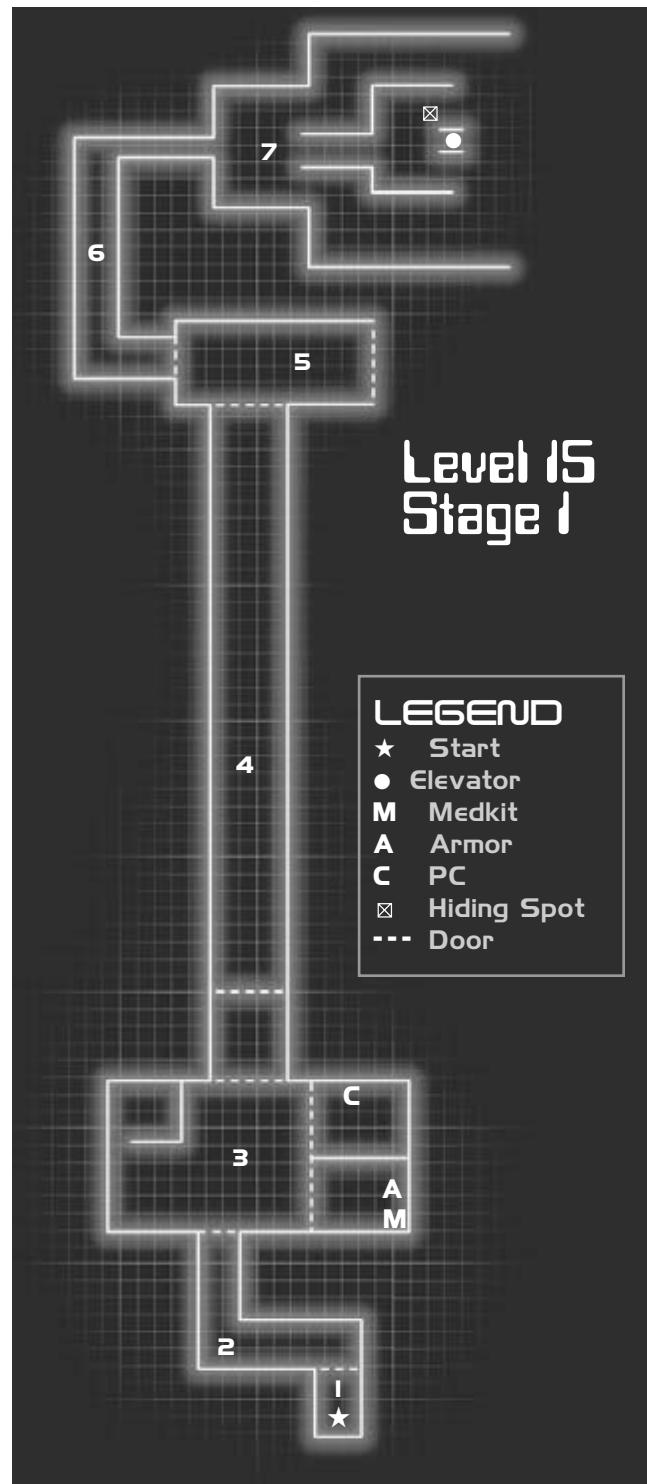
Level 15: Getting on the Shuttle

After a time, the screen slowly fades up from black and you hear Hendrix's voice trying to wake you. The explosion threw the tram off the tracks, and you must have bumped your head because you passed out. Hendrix is glad you're OK, and he informs that a shuttle leaves for the space station in 10 minutes. If you could find a way on board, you could get up there in time to deactivate the laser defense grid. So time is of the essence. Get going.

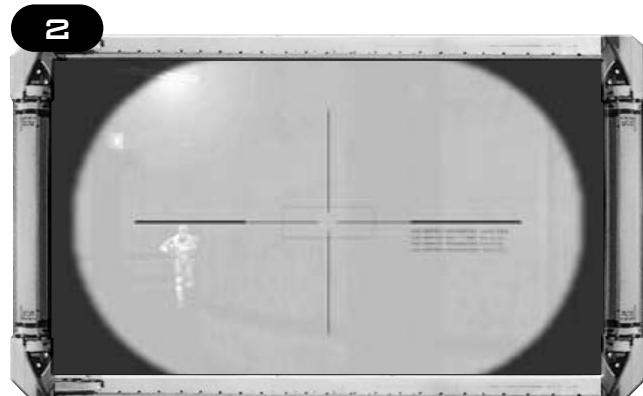
1



Time is critical. The shuttle departs in 10 minutes.



Climb out of the tram and work your way down the corridor to area **2**. You should have picked up the rail gun from one of the dead mercs in level 14. Check out the scope; the thermal imaging allows you to see through walls and around corners. Use it to get the lay of the land before you turn into area **3**. A ceiling-mounted turret up ahead requires your attention, along with several mercenaries.



The rail gun can scope out area **3**.

Once you have the mercs and the turret out of the way, switch to another weapon. You don't want to be running around with the rail driver; it is deadly but too slow when you're moving. Use the assault rifle for the guards in area **3**, which Hendrix informs you is the motor pool. Maybe something here can get you to the shuttle faster. Advance on the control room in the left corner and press the button to open the two bays on the right. One contains an armor pick-up and a medkit, while the other holds a mercenary personnel carrier (PC). Hop in and head out to the shuttle bay.



You have stumbled onto the motor pool. Head up the stairway to the left and throw the button inside. It opens the doors to the bays on the right.

3



Grab the pick-ups, then get into the PC. This ride will get you to the shuttle in a jiffy.

Drive the PC to area 4, which is loaded with guards and mercs. Luckily for you the vehicle sports two powerful weapons, a main gun and an explosive launcher. Keep firing as you drive and run over what you have to—there is no time for a protracted engagement, so just keep moving toward the shuttle bay.

4



The PC packs a wallop. Use the guns and explosives to mow down the guards at area 4, but don't get caught in a long battle. You have to keep moving if you want to catch the shuttle.

At the shuttle bay airlock at area 5 you find out that Colonel Masako, leader of the mercenaries, has ordered that the area be sealed off. Doors are slamming shut all over the complex, so you won't be able to go through the main doors. Hop off the PC and enter the shuttle bay through the door on the left; the baggage ramps are at area 6. Ride them to the shuttle in area 7. Climb the cargo ramp at the back of the shuttle and look for the elevator to the second level of the cargo hold. Ride up and then move

to your left. You are looking for the hiding spot indicated on the map. Once you find it climb down and wait for the shuttle to take off. You are now on your way to level 16 and the space station.

5



Hop out of the PC at area 5 and head for the door on the left.

6



It leads to the baggage ramps that feed into the shuttle in area 7.



7



Work your way around to the back of the shuttle and walk up the ramp into the cargo bay.

7



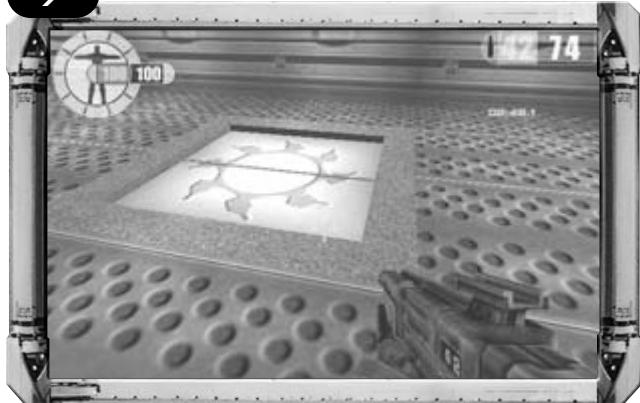
Once inside, wait for the cutscene to come up showing the shuttle leaving Mars. Level 15 is now behind you. It's time for level 16 and the space station.

7



Once you are inside, look for the elevator up to the second level.

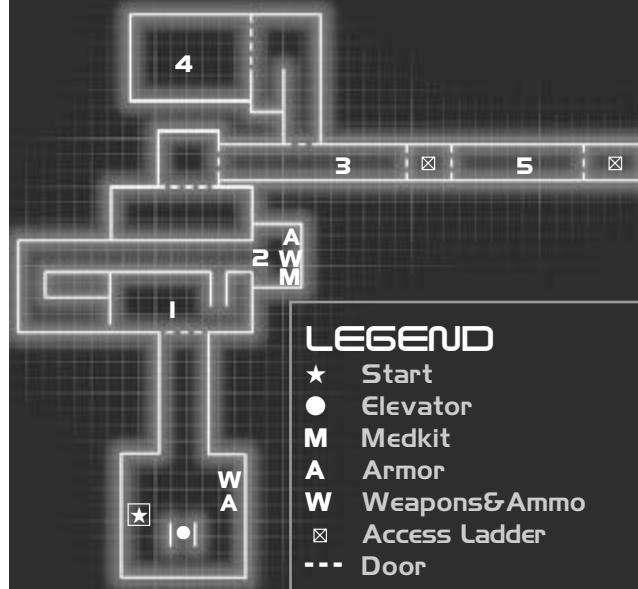
7



Look for this cover; it marks the entrance to the hiding spot.

Level 16: The Ultor Space Station

Level 16 Stage 1



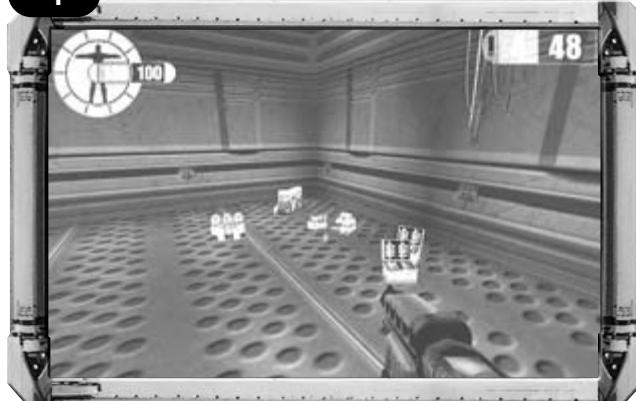
At the Ultor space station, climb out of your hiding spot. Watch out for the technician wandering in the shuttle's cargo bay; if he sees you he will alert the guards. Take care of him. Then check the crates before exiting the shuttle. They hold tons of weapons and ammo, so restock your supplies before entering the docking bay (area 1).

1



Get out of your hiding spot and silence this technician. If he sees you he can sound the alarm.

1



Check out the crates in the shuttle. They contain weapons and armor pick-ups.

Now that you are resupplied, leave the shuttle and enter the docking bay (area 1). Climb the ramp to the overhead passageway. Blow out the glass to enter and move deeper into the level. Turn right to find a small room with more ammo and weapons pick-ups. With those in hand, go back to the passageway, cross the docking bay,

and enter the first hatch. On the other side a door leads to the reactor room (area 3). This location comes into play later. Take a look around (area 4) before you go on to the next part of the level.

2



Climb the ramp and destroy the glass to enter the passageway.

3



This is the reactor room door. You can't do anything here yet, but you will once the laser defense grid is offline. Go in and take a peek.

4



You blow this reactor room up later once the defense grid is offline.

TIP



Remember Capek's security bots from earlier in the game? The ones that are basically floating turrets? Well, several patrol the hallways of the Ultor space station. They're not especially tough, but they can be a nuisance. Dispatch them with quick bursts from your assault rifle or submachine gun.

When you leave the reactor room, head to the ladder at area **5**. Hendrix informs you that there are labs and the escape pods below while the command center lies up above. Go down first and check out the hatch that leads to the lower levels. It's locked. A console upstairs unlocks it. So while you're shutting down the lasers, make sure you hit the button to open this hatch. Otherwise, you'll never get off the station alive.

5



This is the main ladder. Up leads to the command center. Down holds the escape pods. Investigate the area below first.

5



The hatch to the escape pods is locked. Find the button to open it when you are upstairs.

Take the ladder all the way to the top. A small cross-way leads over to another ladder set. This group is lighted by blue lights (whereas the first set was lighted by orange ones). Climb this ladder to get the rest of the way up. Another security bot floats in this access tube, so arm your gun before you climb. The first landing is near the top. The two doors are labeled "Security" and "Computers." Take the security door; it leads to the command center.

5



At the top of the orange ladder, cross over to the blue one and shoot the security bot.

5

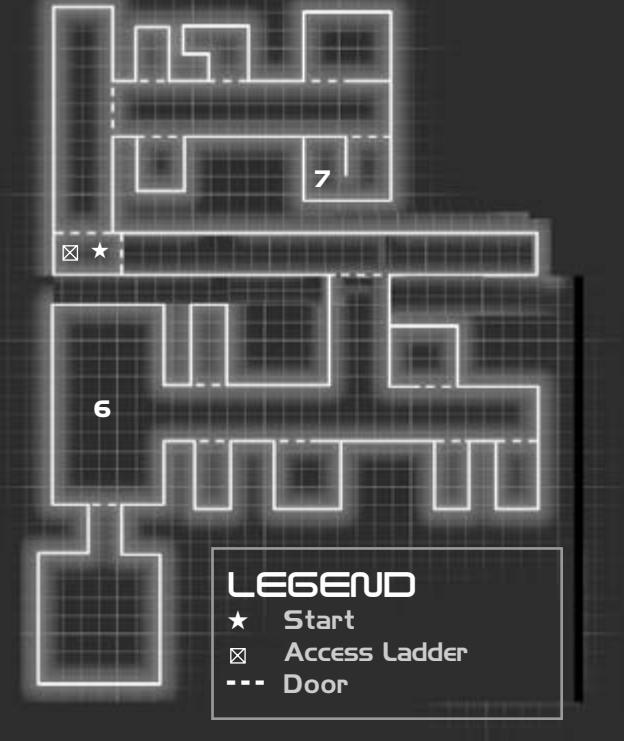


The first landing near the top of the access tube has two doors leading off of it. Take the one marked "Security."

Make your way to area 6. This command center controls the laser defense grid. To put it out of commission, you have to deal with the four computers in this room and the four in the adjoining room. Of course, the security guards try to stop you, so battle them first. Blow the computers with a remote charge if you have any left, or just let loose with a long barrage from the assault rifle or submachine gun.

Once the first four are out of the way, climb the small ladder to the catwalk above and cross over into the adjoining room to area 6. The second set of computers and a couple more guards are here. Repeat the steps from the first room—take out the guards and then blow up the computers.

Level 16 Stage 2



6



This room is the command center. Kill the guards first.

6



Then demolish the four computers.

6



Climb up this ladder to gain access to the adjacent room.

6



Four more computers here must be destroyed as well.

To prevent Ultor from repairing the defense grid, blow the station to bits by overloading the reactor back at area 4. But first, open the hatch to the escape pods. Go back to the blue-lighted ladder and climb up to the top landing, which has two doors. You want the corridor marked "Security." It leads to area 7. Press the switch on the console. Hendrix tells you that the hatch is now open. Head back down the blue ladder and then to the orange-lighted one and double-check that the hatch is open before you go back to the reactor at area 4.

6



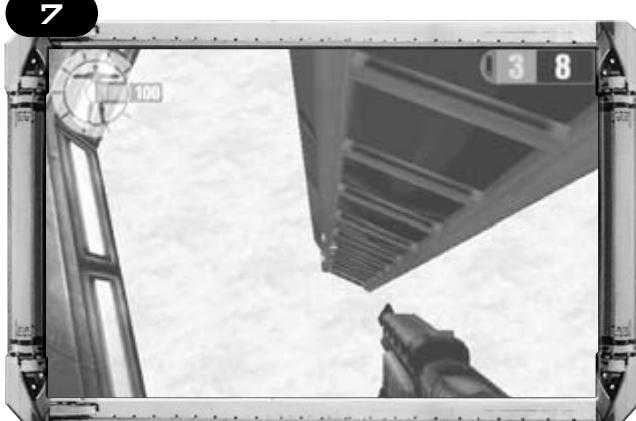
Climb up the ladder to the next landing. There are two doors, one marked "Imaging" and one marked "Security." Take the security corridor.

7



Press the switch on this console to open the hatch to the escape pods.

Once you have verified that the hatch to the escape pods is open, you can go back to area 4 and start the overload process on the reactor. Go around to the back of the reactor and find the ladder. Be careful when you are climbing. If you slip and fall you will land in the reactor coolant, which costs you health points. Climb up one level on the ladder and throw the first switch. Then go back down and head down one level to hit the second one. If you did it right, you should hear the computer warning of the impeding overload. Hightail it to the escape pods because this place is going to blow.



Be careful on the ladder. Slipping and falling into the reactor coolant is a bad thing.



Climb up one level to throw the first switch, then climb down to throw the second one.



Then head down the orange-lighted ladder to the escape pods.

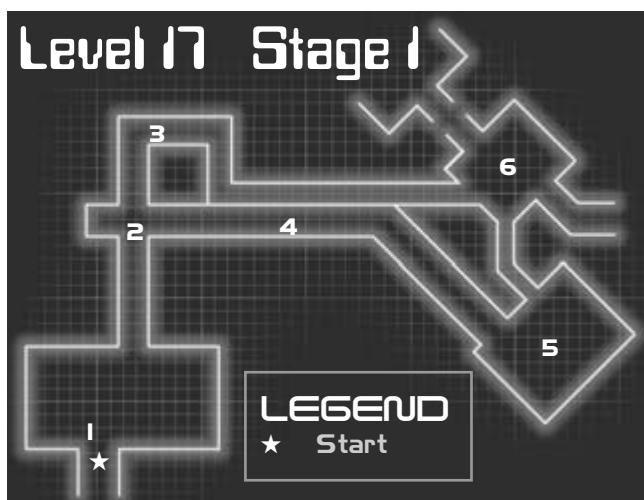


This place is set to blow

Level 17: The Mercenary Base

With the shuttle taken care of, it's back to the surface of Mars. The impact with the planet surface has knocked you out (for the second time this game). Hendrix watched your escape pod come down, and he sent a Red Faction member to meet you. This miner leads you to the rest of the Red Faction group. Follow him down to the base of the cavern (area 1) and behind the waterfall.

Level 17 Stage 1



LEGEND
★ Start

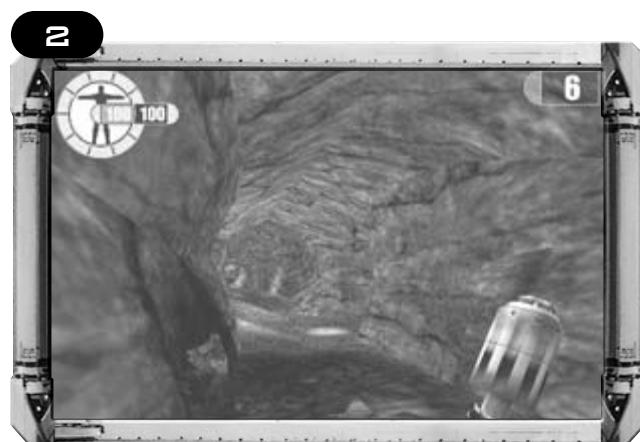


Follow him down to the cavern and behind the waterfall.



The escape pod crashes onto the surface of Mars, knocking you out. Hendrix has sent this miner to wake you up and lead you to the rest of Red Faction.

As you make your way through the caves, you approach the intersection at area **2**. The mercenaries have staged an ambush and are waiting for you. Your guide gets cut down rather quickly, so you're on your own. If you have a grenade, lob one now to do some damage to all of the mercs you are up against. Then charge ahead with the heavy machine gun equipped. Cut loose and turn the tables on your ambishers.



The mercs have staged an ambush here at area **2**. Take them out with some grenades and the heavy machine gun.

At this point you have a choice. You can take either the path that leads to area **3** or the path to area **4**. The path via area **3**, intersects with several groups of mercenaries—a difficult task indeed. On the path to area **4** you encounter only two mercs—one of them up above and one along the path. Take the path of least resistance.

3



This leg of the cavern leads to a large group of mercenaries.

5



Rocket-launching mercs guard the bridge. Use the cover fire from the other Red Faction members to escape to area 6.

4



In this direction, you only have to face two mercs, so go this way.

At the bridge in area 5, look out for the rocket-launching mercenaries. You don't necessarily have to engage them. A group of Red Faction members provides cover fire, so use it to your advantage. Save your health, armor, and ammo and go to the next area. The mercs have blown up the bridge at area 6, cutting you off. Look for the tunnel off to the right and head deeper into the level.

6

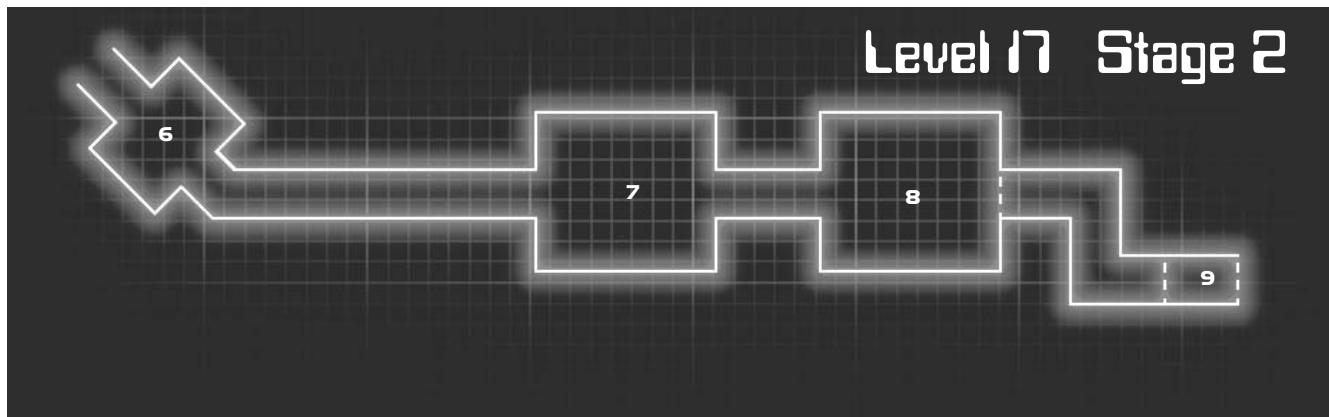


You can't go this way; the mercs blew up the bridge.

6



Turn right and head down the tunnel to the next area.



Level 17 Stage 2

At area **7** you face another rocket-launching merc atop the bridge. You don't have to kill this one, either, but this time it's a good idea. When you advance to area **8** you need a fall-back position (area **7**), so if you don't kill the merc now, you have to do it later. Just knock him off of his perch. He's awfully high up, so choose a weapon with long range (like the sniper rifle or the rocket launcher).



When you reach area **7**, pick off the rocket-launching merc atop the bridge.

The entrance to the mercenary base is up the tunnel from area **7** at area **8**. Another rocket-launching merc and two automated sentry guns protect the entrance. When you see the shells from the rocket launcher coming at you, quickly backpedal to area **7** (see why you needed to take out the merc atop the bridge?). Use either the sniper rifle or the rail driver to pick off the guard and the two sentry guns.

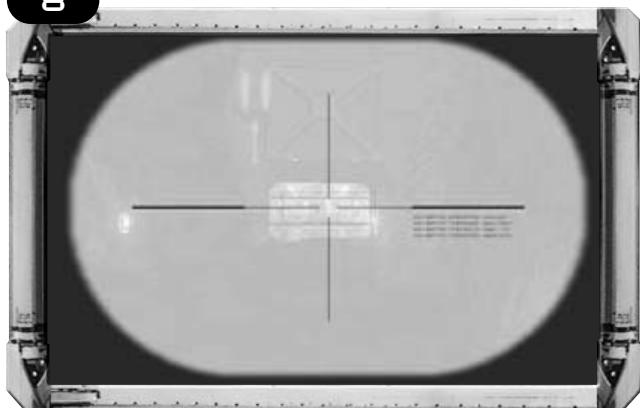


This is the entrance to the mercenary base. Watch out for the sentry guns and the rocket-launching merc.



When you see the merc fire his rockets, fall back to area **7**.

8



Use either the sniper rifle or the rail driver to eliminate the sentry guns and the merc.

With the way cleared, advance on the door and enter the merc base. Walk down the corridor to the airlock. Exit level 17 via the airlock and enter level 18. Unfortunately, once the airlock has sealed up, gas begins pouring into the room. There's no way to avoid this trap, so you just have to endure it. Just before you pass out you hear the menacing laugh of your captor.

9



Once the way is clear, advance on the door and follow the corridor to the airlock.

9



The airlock is the last room in level 17.

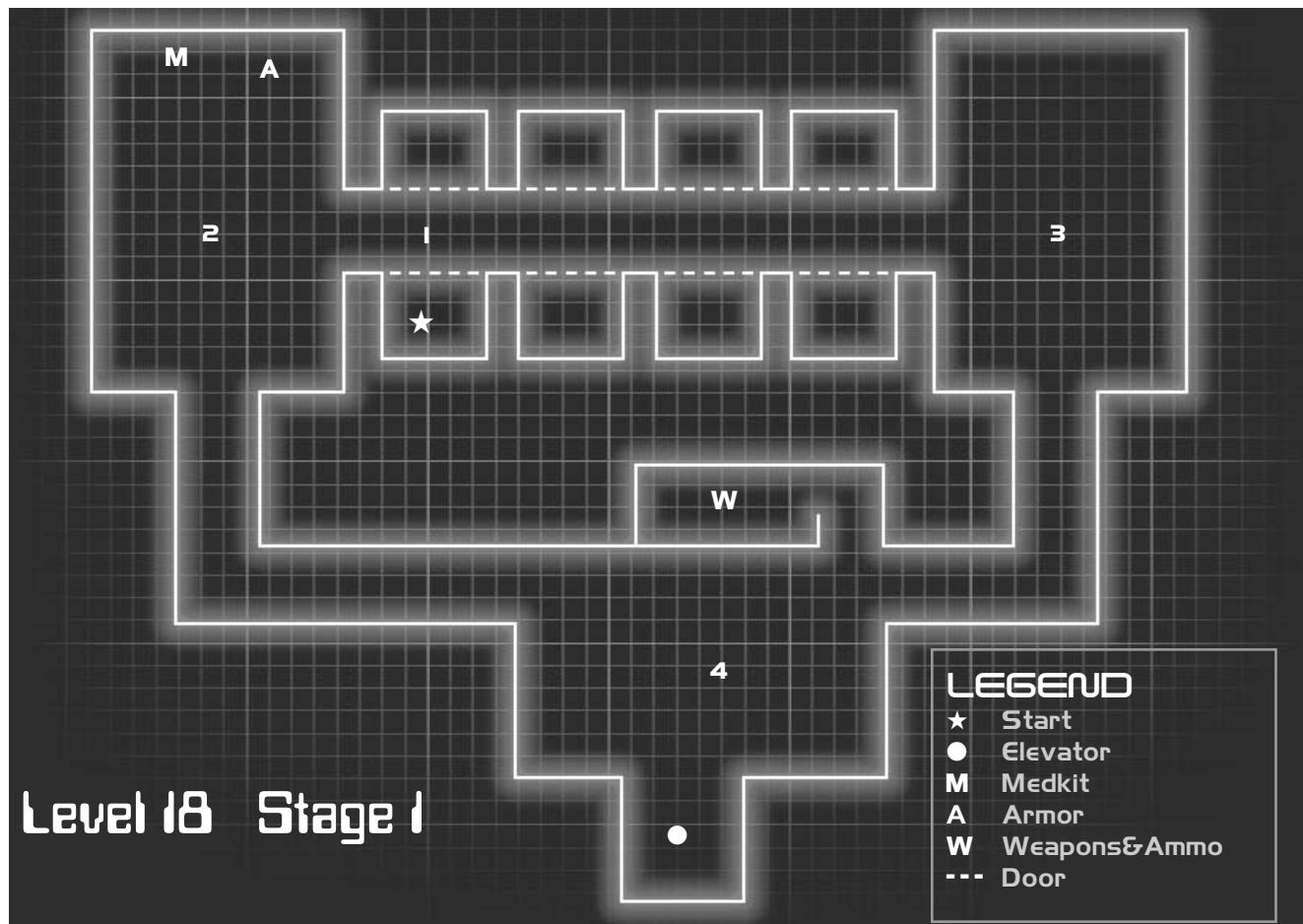
9



After you close the airlock you hear a sinister laugh. Green smoke enters the room; there is no use fighting it. You just walked into a trap. You will wake up in level 18.

Level 18: Getting out of Jail

You come to inside a small cell near area 1. Obviously, the mercenaries have captured you, and you are being held hostage in one of their prisoner cells. Look out the barred window; another Red Faction member is in the cell across the hallway. He tells you how you got here (not that it's a big surprise after the green smoke enveloped you at the end of level 17). While he's talking look around. A miner's envirosuit hangs on the wall in the room to your left. Note its location; you will be going for it in just a little bit.



Level 18 Stage 1

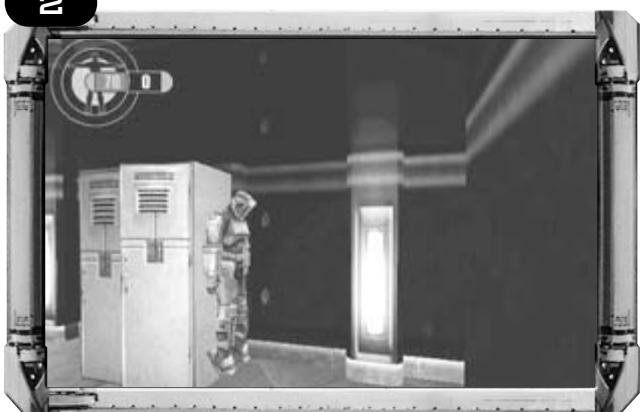
1



You wake up in this cell. The miner across the way tells you how you wound up in here.

After a few moments of monologue from the miner, the cry "Red Faction" goes up and the doors to the cell blow open. Hendrix has gotten the other members of Red Faction to bust you out. Awfully nice of them after all of the help you've given to the revolution up to this point. As soon as the doors open run as fast as you can to that envirosuit at area 2. You don't have any armor on until you get it, and the firefight around you involves pretty powerful weapons.

2



Don't waste any time—go for the envirosuit hanging on the wall at area 2 right away.

Now that you are suited up you need a weapon. Race back to area 1 and pick up the submachine gun at the feet of the dead miner who freed you. Make your way to area 3. Kill the mercs in the room and keep moving as fast as you can. Even with the submachine gun, you aren't really prepared to handle the onslaught of mercs. Your best shot is to keep moving.

3



Race through area 3, cutting down the guards as you go.

The Sentry Guns

Both areas 2 and 3 have manned sentry guns that look awfully attractive, tempting you to just hop behind the controls and let either of the powerful guns mow down the mercs. Bad idea. The mercenaries are professional soldiers, not your typical Ultor goons, and their aim is fairly good. Plus, they're packing pretty good weapons. You don't have much armor at this point, and there aren't many armor pick-ups in the level. While behind the sentry gun, you're cutting down any merc you hit, but you're standing still, which makes you a pretty easy target. In addition, guards are approaching from two directions. You can't possibly keep up. So skip the sentry guns and keep moving. This strategy works out better in the end.



Skip the sentry guns; you present too easy of a target.

Head to area 4 to escape this level of the mercenary base. Before you hop on the elevator, enter the small control room and pick up the medkit and the armor waiting for you in the crate on the floor. Once you are in the elevator, you advance to the next stage of level 18.

4



Collect the goodies in the small control room.

4

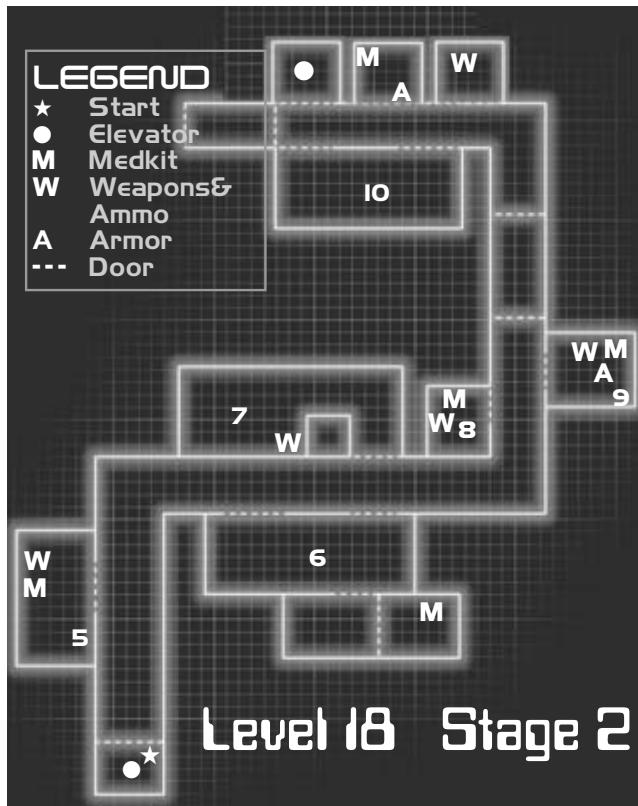


Head for the elevator and escape this level of the mercenary base.

Be very careful in this level of the mercenary base. Every room you pass has at least one or two mercs waiting on the other side. So don't go stumbling into rooms haphazardly. Area **5** is one of the merc barracks. Kill the guards and grab the medkit underneath one of the beds. You don't have to go into this room if you don't want to. Area **6** is a mess hall of some kind. Cut down the soldiers and then move to the back room. A medkit waits for you there. Area **7** is a bathroom with one merc to deal with, and area **8** contains ammo and a medkit while area **9** has weapons and a medkit.

LEGEND

- ★ Start
- Elevator
- M Medkit
- W Weapons & Ammo
- A Armor
- Door



Level 18 Stage 2

You may notice that there are several medkit pick-ups on this level, and some of the mercs drop medkits when they fall. This isn't by coincidence. The mercs are quite deadly and you need the pick-ups to stay alive.

5



Be careful as you walk down the halls. Behind each door mercs wait to kill you.

5



This room is one of the barracks. A medkit lies underneath one of the beds.

7



The bathroom contains a merc and a weapon to pick up.

8



This room looks like a mess hall.

6



After killing the guards, move to the back room and pick up the medkit there.

9



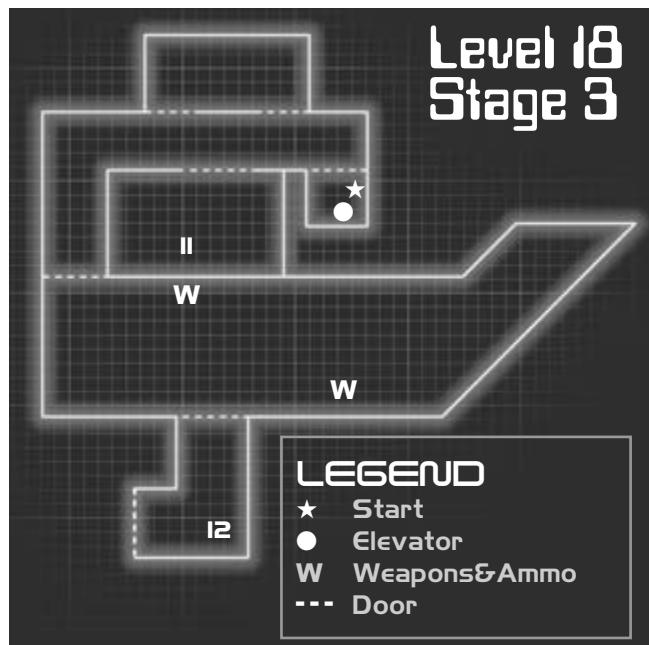
And this room offers weapons pick-ups and a medkit.

Area 10 holds the main computer. The door to the final level won't open, so Hendrix wants to hack into the computer to override the controls, but he can't. He figures that he can sneak into the system while it boots up, but he needs you to shut down the power. Once you have your mission assignments from Hendrix, move out and take the elevator to the generator room.

10



This is the mainframe computer room. The door to the final level is locked and Hendrix can't hack into the computer without you shutting down the power first. Grab the elevator to the generator room and take care of it.



124

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Take the elevator down to area 11—the generator room. Wipe out the guards before you go down and shut the power off. If you go for the switch before killing the guards, you wind up losing Hendrix—but more on that later. Deal with the guards and then take the ladder down to the power switch. Throw the switch and get moving back up the ladder as fast as you can. Don't wait for the message from Hendrix that he got into the system. Just race back to the elevator.

After Hendrix hacks into the system, he's going to come running up to meet you. Unfortunately, the power going down alerts all of the other guards to your presence and they come running as well. Hendrix is running around without any armor, and if he gets hit by one of these mercs the game is over. So make sure you get to the elevator and stay between him and the mercs, acting like a human shield. Stay ahead of him and mow down any mercs in your way as you head to the exit at area 12.

11



This is the generator room. Take on the guards first.



11



The power switch is down below. Throw it, then hightail it back to the elevator to meet up with Hendrix.

12



This door is the exit to level 18. Stay in front of Hendrix to shield him. If he dies, the game is over.

Level 19: The Final Battle

Well, this is it, Parker. The final level. Masako's going to bug out, but first she sets a bomb to blow up everyone. You have to find it and disarm it. Get to it.

It's absolutely critical that you save your game right now. This level is tough, and even with the strategies and tips in this guide, you will almost definitely have to restart this mission once or twice. Get your favorite gun ready in area 1, because when you open the first door a hail of bullets and explosives comes screaming your way.

When you open the door, immediately fan out to your left and open up on the guards in area 2. Provide cover fire for Hendrix, who makes a run for the computer room at the top of the stairs. There is no sense following him. The door shuts before you can enter, and you wouldn't want to go in there anyway. Remember all of that trouble you went to protecting him last level? And when he died the game was over? Well, you saved him so he could come into this level and die in a blaze of glory. Colonel Masako laid a trap for him and the explosion in the computer room takes him out within the first 30 seconds of level 19.

1



Get ready before you open the door. Area 1 is your last chance for a break before the real fun begins.

2



Immediately move to your left and lay down cover fire for Hendrix. Be careful; this room holds at least two rail gun-toting mercs.

Level 19 Stage 1



LEGEND

- ★ Start
- Elevator
- Door

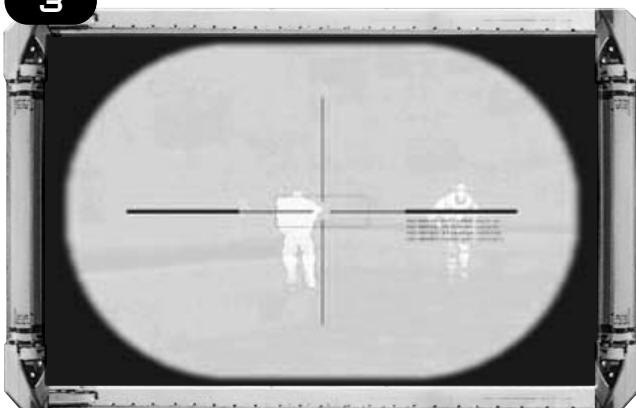
2



Hendrix dashes for the computer room...

Once area **2** is all cleaned up, make your way down the hall toward area **3**. Several mercs wait around the corner. To minimize damage to you, equip the rail driver and engage the scope. Plug these guys from around the corner. Preserving your health is key on this level.

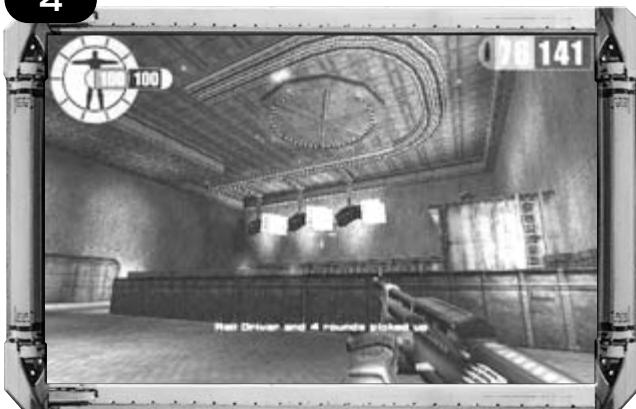
3



When you approach area **3** bring out the rail driver and look through the scope. Take out the bad guys around the corner.

Area **4** is the fighter bay. There are several guards on the floor, plus a pair on top of the control room at area **5**. Pick them off, then enter the control room and press the button to lower one of the fighters from the storage racks. During the rest of the level you fly one of these fighters.

4



This room is the fighter bay. Commandeer a fighter for through the rest of the level.

2



Skip the shuttle; there aren't any pick-ups in the cargo bay. If you need a moment to reload or regroup, though, hide out among the crates.

5



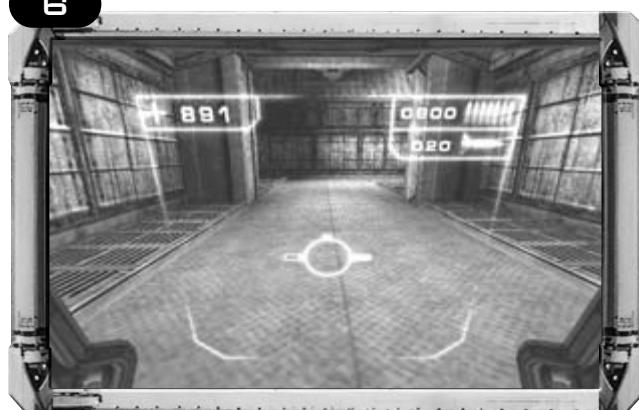
Press the button in the control room to lower one of the fighters from the storage racks.

CAUTION

Before you get in that fighter and advance farther into the level do a quick equipment check. How are your armor and health levels? If both of these aren't about 75 or better, you might as well skip it and reload the level. There aren't any more medkit or armor pick-ups the rest of the way. And the final battle with Colonel Masako will be worse than the battle with Copek, so you need all of the health and armor you have. Also check how much heavy machine gun and assault rifle ammo you have. You'll need it in area 6.

Once you are in your fighter, make your way down the corridor to area 6. Several mercs and a couple of other enemy fighters challenge you along the way. You don't have to kill them all; just press on. So what are your assault rifle and heavy machine gun ammunition levels like? If they are low, bring your fighter in low once you've cleared out the guards at area 6. Hop out of the fighter and pick up the ammo that the dead mercs dropped. Then climb back into the fighter and continue. Area 7 is another shuttle bay. Again, you don't have to kill everyone here; just make it to the exit and keep going.

6



Mow the guards down with your cannon. You don't have to kill them all, but it's a good idea if you don't have a lot of normal ammo.

6



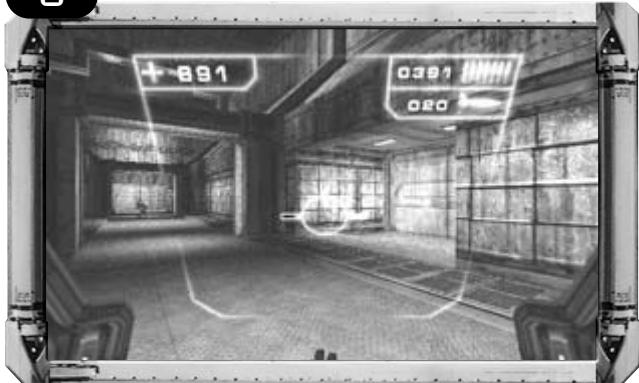
Once you have killed all the guards in the corridor, hop out of the fighter and pick up the weapons they dropped. Just make sure you are low to the ground when you exit so you can jump back in.

7



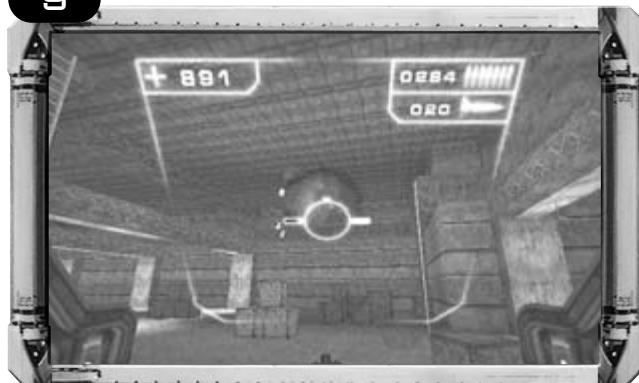
This shuttle bay is like the one back in area 2. You don't have to clear out all the guards (unless you still need ammo). Move on to the exit.

You come to a door at area **8**. The final battle waits for you on the other side. This is a good place to save the game. The upcoming fight with Colonel Masako will be a tough one, so saving allows you to jump back in the game very close to the final battle.

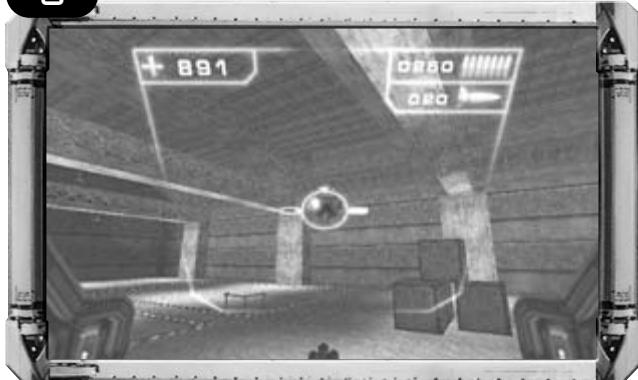
8

The final battle waits for you on the other side of this door.

The last fight comes in three stages at area **9**. The first stage pits you against two enemy fighters. Luckily for you it takes only a few missile shots from your fighter to down each of them. The second stage of the battle is against Colonel Masako in her personal fighter. It's similar in capabilities to yours, so it's an equal fight. You're just a little low on ammo and armor from the previous battles. While you are fighting Colonel Masako, keep your fighter low and to the ground. When you finally deal the death blow to her fighter, yours blows up as well. If you are too high up when the fighter explodes, the resulting fall decreases your armor and your health.

9

Inside the room, you have to defeat two other fighters. Save enough rockets and shells to take out a third fighter (about 100 rounds of cannon ammo and three missiles).

9

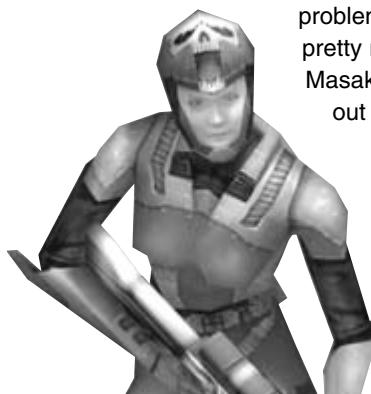
Stick close to the ground when you are fighting Colonel Masako.

When your fighter explodes you hit the ground. Crates lie scattered about the room. Pick out one group of them and use it as a block between you and Masako. Without any medkit or armor pick-ups available, you need the crates to protect you in the coming fight.

She's got a version of Capek's nanotech shield and can levitate around as she fights you, so explosive blasts do no good. She's moving around too fast for rail driver shots. Your best bet is to duck for cover in the crates. When she lets up her fire, pop out and let her have it with either the assault rifle or the heavy machine gun. Reload as needed in the cover of the crates and repeat the process until you blow through her shield.

Once she's on the ground, she moves a lot slower, but she's not dead yet. If you want, you can keep doing what you've been doing—dodging in and out of the crates and firing when Masako's fire lets up. But there's always

more than one way to solve the problem. At this point, you're pretty much frustrated that Masako won't drop. Try pulling out the rail driver and engaging the scope. You can see right through the crate, and if you lead her right, you can peg her in one shot and end the battle.



9



On the ground, open up with either the heavy machine gun or the assault rifle. This cluster of boxes provides excellent cover. Circle the boxes to keep them between you and Masako.

9



Eventually you break her shield and she falls to the ground.

9



About halfway through the fight, she fires an intense barrage of shots. You'll know you're getting close when this happens.



Move in to finish her off, but remember that her very powerful weapon can kill you quickly. Keep using the boxes for cover.

9



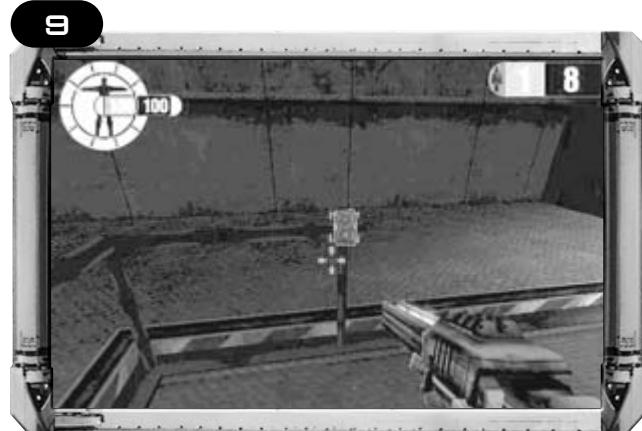
You only have so much ammunition, so don't waste it. Keep circling around the boxes and try to keep the nimble Colonel Masako underneath your crosshairs. Only fire your weapon when you have a good shot.



After she is on the ground, switch to the rail driver and go for the quick kill.

Now that Masako is dead you can disarm the bomb. Walk over to the elevator, the one that Masako's ship came up from at the start of the final battle. Press the button there and the elevator sinks to the level below. You just found Eos, and she's strapped to the bomb. Walk up to it and enter the first combination (randomly generated). Use your mouse (controller) to input the symbols. They will light up if correct. If you are wrong, the sequence disappears and you have to start over. Once the first four-digit code is entered, the control panel opens to reveal another code. Enter the second combination (randomly generated) and the bomb is defused. As before, if you enter a symbol incorrectly, you will have to start this sequence over. The previous four-digit sequence stays locked in.

With the bomb disabled, a cutscene of Parker freeing Eos plays. Toward the end of the conversation, a ship from the fleet arrives. The game is over. Congratulations. You did it. The revolution was a success, due in large part to your efforts.



Press this switch to go to the underground portion of the level.



You have found Eos and the bomb. Go disarm the bomb. Approach it from the right-hand side and "use" the bomb to bring up the disarming screen.

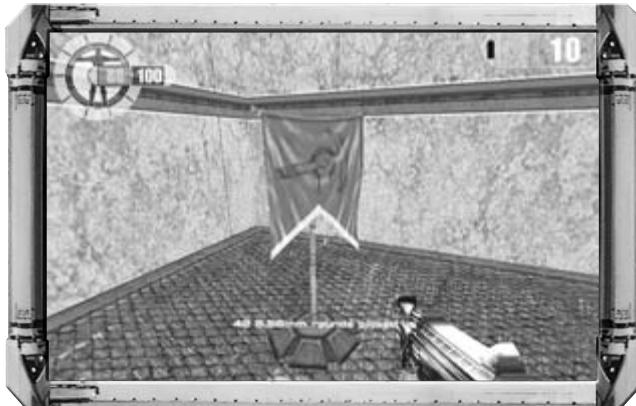
THE
REVOLUTION
IS COMING

7
MULTIPLAYER

Red Faction offers a multiplayer mode for competing in Death Matches, Team Death Matches, and Capture the Flag. With 22 maps to choose from and multiplayer setups for up to 32 players, *Red Faction* has got you covered. Here are some basic tips for playing *Red Faction* online against your friends down the block or across the country. Unlike in the PlayStation2 version of the game, you won't be able to practice against AI bots. For the PC version you have to go up against other humans in intense multiplayer action.

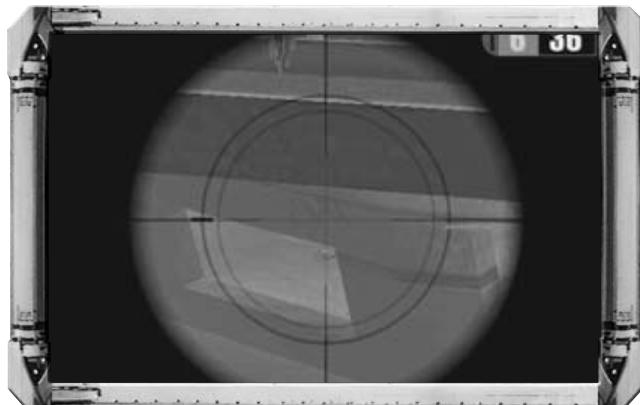


Select from 22 different levels for your multiplayer combat.



Red Faction features five Capture the Flag levels.

Sniping



When hunting other players, a good strategy is to take the high ground and pick off opponents with a sniper rifle. The only problem is that skillful players can sneak up behind you while you stare through the scope.

Use this strategy early if you start out in a good spot for sniping. Later on, the combat moves too quickly. The only other good opportunity for sniping is just after you've killed an opponent. If you're up high, scan the battleground looking for your foe to respawn.

Big Weapons



The levels are packed with weapons and ammo. The fusion rocket launcher racks up kills. If you stumble across a group of players or bots, send a fusion shell into the center to destroy all of them. If you are worried about getting hit by this powerful weapon, keep moving.

Know the Levels

During a Death Match, you have to keep moving around. And since there is no map feature in *Red Faction* you have to know where you are. Staying alive can be as simple as knowing where the next medkit is so you can rebuild after a tough showdown. Knowing your surroundings is absolutely critical. Take your time the first couple of times on a new map and get a feel for the lay of the land.

Speed Kills



The action is fast and furious in a Death Match; remember that speed kills. Weapons like the rail driver take a long time to reload. If you miss, you're going to be in big trouble if the enemy is in close. A quick, agile player can do in a player with a rail driver with nothing but a 12mm pistol.

PS2 Multiplayer Mode

Multiplayer mode works differently on the PlayStation2. First off, you only have 9 levels to choose from. See the list below for the levels that are featured in the PS2 version.

Another difference is that you can only compete against one human opponent on the PS2, the other enemies are AI bots. These AI bots can be just as deadly as your human opponents, so don't be too quick to dismiss them. In fact, you don't even have to play

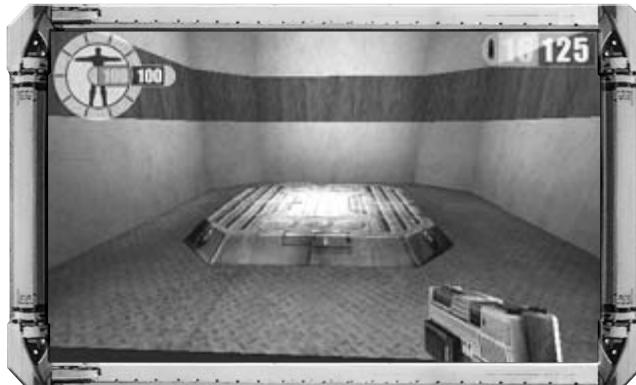
against another human; you can just play against up to six AI bots. This is a great way to practice your fragging skills before your friends come over.

The other difference in PS2 multiplayer is the ability to play against no one. Not even AI bots. Why would you want to know that? Remember what we pointed out to you earlier? You have to know the levels. There isn't an onscreen map, so you just have to know where you are in relation to everything else. If you don't you'll just wind up wandering around and stumbling into more trouble. So if you set the game with no human opponents or AI bots, you can walk around the level and get a lay of the land.

PS2 Levels

- The Lobby
- Installation XJ-15
- Waste Disposal Plant
- The Badlands
- Hangar 18
- Blasted Canyon
- Water Logged
- Mine Warfare
- Warlords

Jump Points



The PC version of *Red Faction* features jump points as shown in the accompanying screenshot. Stepping on these jump points launches you upward—much higher than you

could ever jump. Use these to get to spots you wouldn't think possible. Just be careful on the way down; the jump points won't catch you. So when you jump down you can take damage if you are too high up.

Capture the Flag Levels

There is one distinct difference between Death Match and Capture the Flag levels. In Death Match, you have to keep your wits about you and go after the other players. But in a Capture the Flag game you need two different forces. The first is offensive; those players need to go get the flag. The second is defensive; that group needs to keep the other team from getting your flag. So split your forces and get that flag!

Also remember the importance of team communication. When one of your members gets the flag, he or she needs to let everyone know so they can provide cover fire for getting back to the base. The same works on defense. If you get in trouble, you have to communicate to your teammates so they can help prevent you from losing the flag.

CTF_001.rfl

The first Capture the Flag level features two bases across a small canyon from each other. Use the fortifications in the middle of the canyon to advance on the other base. Use jump points to get up high for sniping. Keep a player up here on defense to prevent the enemy from coming at your base and to provide cover fire for your assault forces.



In this level the bases face each other across a small canyon.



Use the jump points to get up high. You can snipe from the roof.



As in all of the levels, tons of ammo and weapons abound.

CTF_002.rfl

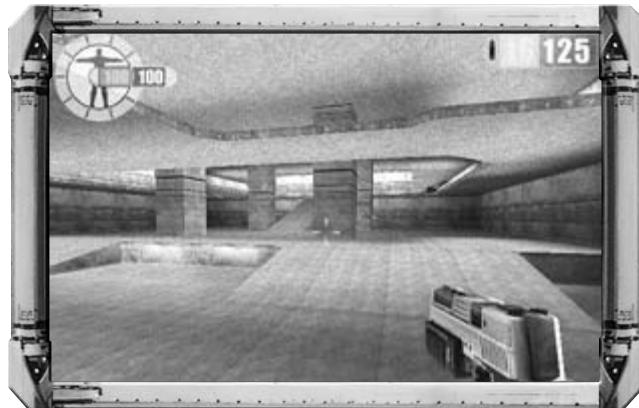
In the second Capture the Flag level, the two bases again face off in a canyon. But in this level, the bases are much closer together and there is no cover in the open space. Protecting your base is difficult because there are two approach points—the frontal assault, and the one via the tunnel through the rock. The open switchback ramps allow you to pick off attackers as they ascend.



In this level, the area between the two bases lacks cover.



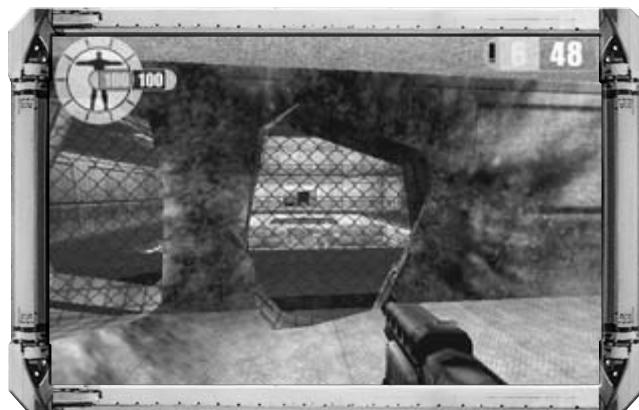
A tunnel connects the two bases. Guard the back door as well as the front.



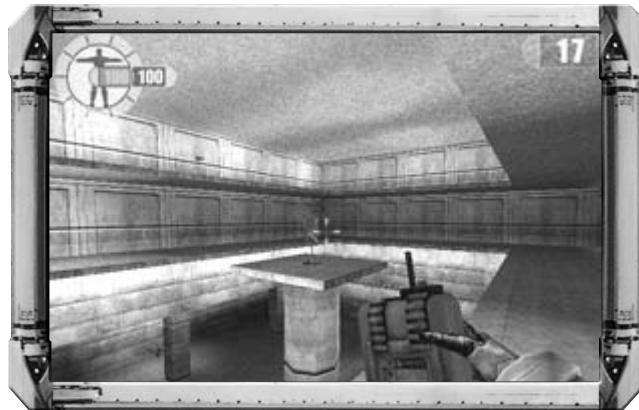
This structure encompasses both bases. Your team colors are marked on the wall.



The open switchback ramps allow multiple defenders to fire on attackers ascending from below.



Use the Geo-Mod technology to get a better view of the target.



The flag sits out in the open, making it more difficult to defend. The only way to reach it is via the jump point.

CTF_003.rfl

Both bases exist in the same structure in this Capture the Flag level. Your flag sits atop a platform and is totally exposed. There's only one way up there to get it, but if you stand at the jump point to defend, you are completely out in the open. Have a defender guard the flag from a distance with the sniper rifle and pick off attackers climbing up the ramp.

CTF_004.rfl

This Capture the Flag level features two bases separated by a fairly long distance. You can make your assault via either the hallway or the open spaces. The hallway has several open doorways, so watch out for attacks from those directions. A fortification outside the main hallway connects the two bases, and a neutral structure sits in the middle. Use the excellent cover on this level to sneak up on the enemy.



A long, covered hallway connects the two bases, with a neutral structure in the middle and fortifications overlooking the hallway.



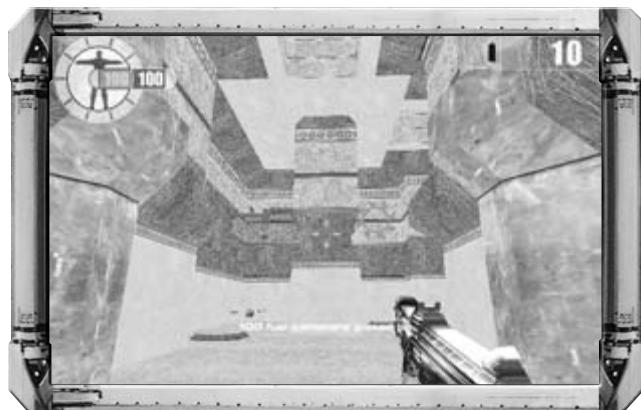
The flag sits out in the open, atop a lone ramp.



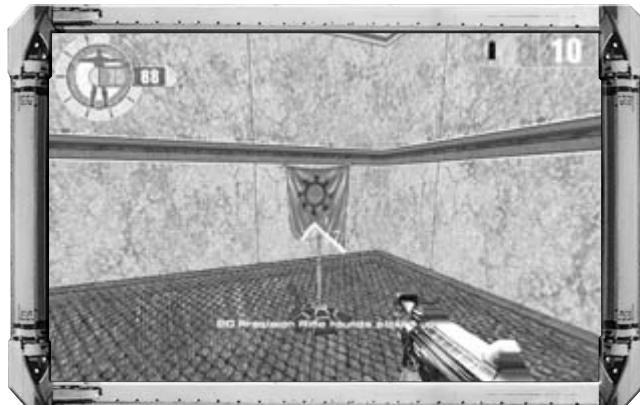
Use the sniper rifle to watch over the flag.

CTF_005.rfl

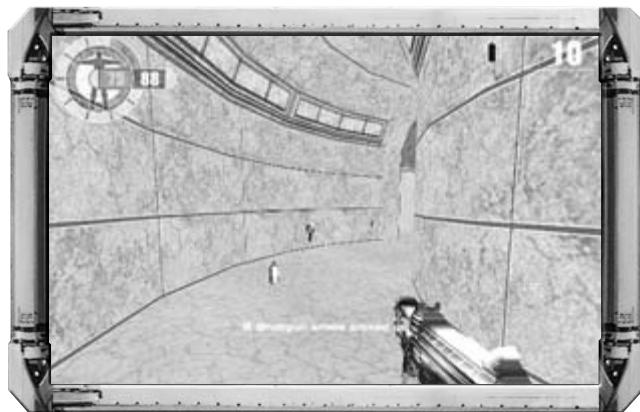
To reach the flags in this level, use the special jump points. Walk along the wall ledge to the platforms where the flags reside. The long, winding corridors in both bases provide tons of ammo and weapons. The narrow walkways inside the bases don't give you much room in a firefight.



The flags sit atop platforms. The high ground gives the defenders an advantage.



Launch from the jump points to reach the platform above.



The long corridors inhibit maneuverability. Be ready for a fight if you stumble into the enemy; you don't have room to strafe.

Death Match Levels

Want to frag your friends for the fun of it? Don't want to invest the time coming up with strategies for capturing the flag and returning it to your base? Then the Death Match and Team Death Match game play is what you are looking for. In normal Death Match events, shoot everything that moves to rack up points. At the end of the match the player with the most frags wins. In Team Death Match, you just can't shoot everything—you have teammates out there! Each team will earn points for the frags that each of their members accumulate. So work together, concentrate your firepower and have at it.

NOTE

These maps can be used for both Death Match and Team Death Match events.

DM_OOL.rfl

Take cover behind the pillars on the lower level of the atrium. Move from pillar to pillar rather than running at full speed in the open. The two atrium levels are linked by sloping corridors. There's nowhere to hide, so keep the guns ready as you traverse the hallways. Once you've picked up the rocket launcher, start shooting munitions into the second level. You probably won't have time to lock, but the area effect of the explosions should help.



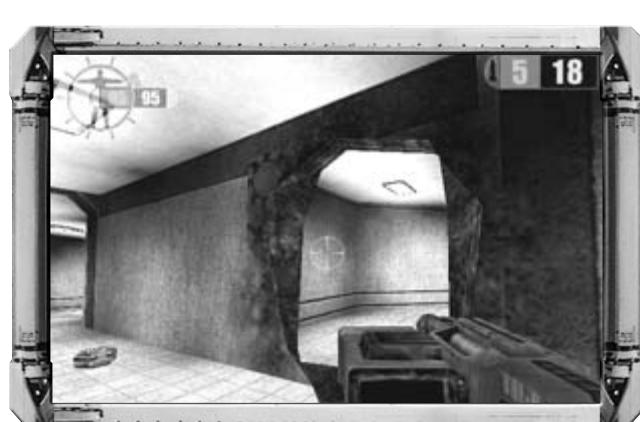
The pillars provide cover in this two-level atrium.



Watch the walls. See that graffiti?



Blast into the secret room behind the marking with Geo-Mod weapons



The posters mark the entrances to hidden rooms.

DM_002.rfl

This Deathmatch level is much larger than the atrium level, allowing for more players. The numerous exposed walkways encourage level-to-level fighting. Be careful when you approach the many T-intersections. Opponents may flank you. Also, look for the posters and graffiti on the walls. These indicate hidden rooms, accessible with Geo-Mod technology.



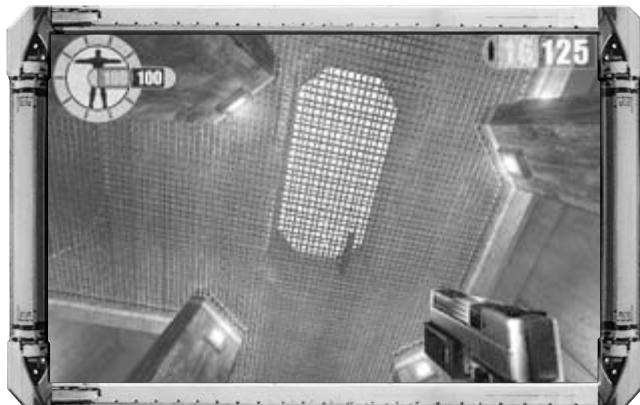
This level features many open walkways. Try not to stand too out in the open.



The red-lighted area features medkit pick-ups for restoring your health.

DM_003.rfl

In the waste disposal plant, radioactive contaminants are the least of the dangers. The open-grating floors let you shoot at your opponent through the floor, so if you can't tell where you are getting hit from, check beneath or above you. Watch out for the water; it drains your health to go for a swim.



The open-grating floors let you shoot opponents from below.



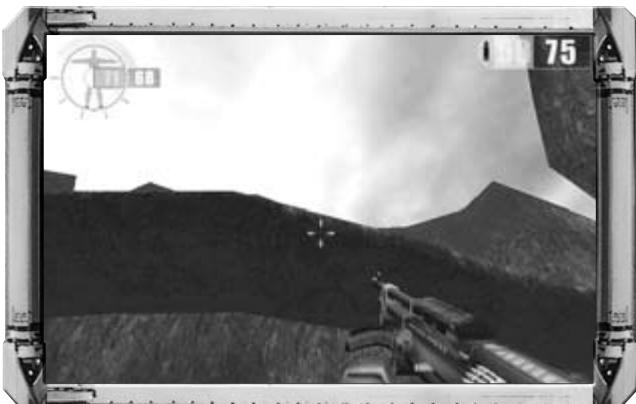
This room has an entrance on two levels. Hang back in the corner to cover both.



Don't go for a swim—the radioactive contaminants are hazardous to your health.

DM_004.rfl

The Badlands are a deep Martian canyon shrouded in fog. This setting is perfect for sudden death! Watch your step—the fall from one walkway to another is damaging, and if you miss the lower landing it will be quite deadly. The corridors are much wider, allowing room for some maneuverability and strafing, so keep that in mind—work with what the level designers are giving you.



Shoot at enemies walking overhead.



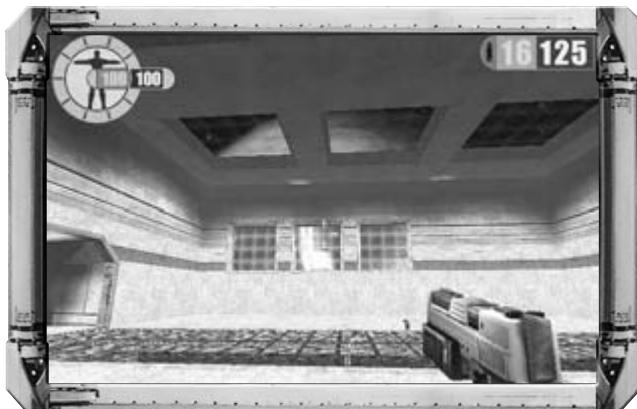
Watch out; the last step is a doozy.



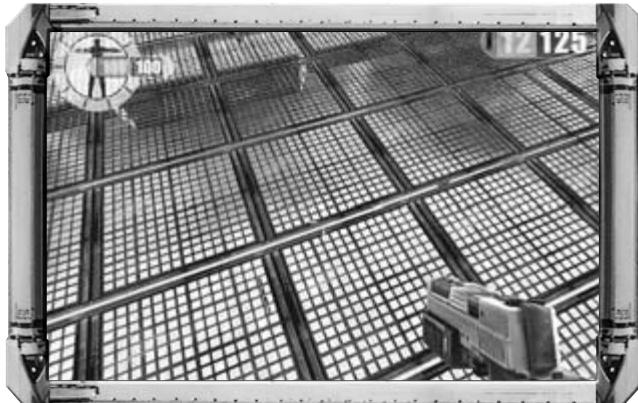
The corridors are much wider, so use the extra room to strafe when you run into the enemy.

DM_005.rfl

This multifloored hangar provides a large battleground for your Death Matches. The open-grating floors encourage level-to-level shooting, as do the windows on the uppermost level. Be careful. The large rooms don't offer much cover. But the wide-open spaces give you room to move, so keep going.



The windows allow level-to-level fighting in the hangar...



...as does the open-grating flooring. Watch out for attackers from above and below.



The wide-open rooms don't provide much cover, but they do afford you tons of maneuvering space.

DM_006.rfl

The multiple floors of this building give the player a ton of space to fight in, making this level well suited for engagements with a high number of players. Use the jump points to reach high places in several spots. The corridors are narrow, so when you move from room to room, be ready for action—there isn't much room to maneuver.



The jump points access high places.



Remember the posters from earlier levels? There are secret rooms behind these, too. Blow the walls to find out what goodies wait inside.



The narrow hallways limit your maneuverability.

DM_007.rfl

It's back to the mines of Ultor for this Death Match map. Go head to head with other players in a level reminiscent of the very first level in single-player mode. The wider corridors afford plenty of room to maneuver, and the several platforms provide some sniping spots.



It's back to the mines of Ultor. The wider hallways increase maneuverability.



Platforms like this work as perches for hitting the enemy from above.





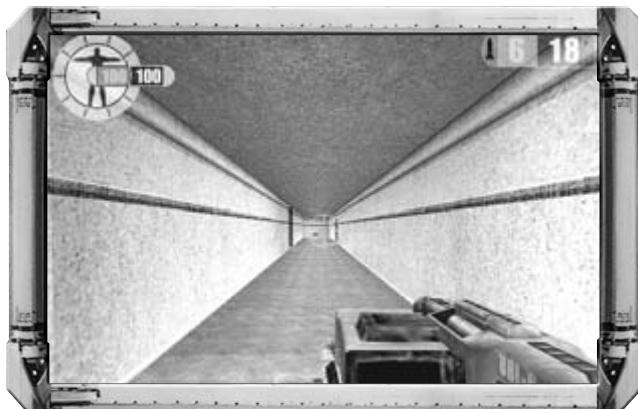
Like in the first level of single-player mode, giant yellow Xs mark remote charge locations.



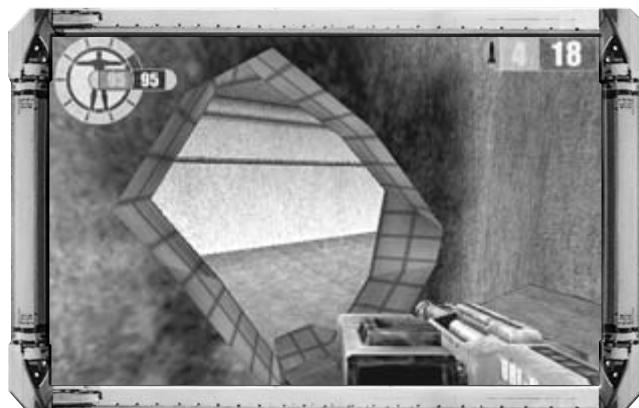
If you get trapped in one of the many rooms with the exit blocked...

DM_009.rfl

This Deathmatch level features room-to-room combat in tight spaces. The multifloored map encompasses long hallways with tons of rooms on either side. It would be easy to lose an enemy in the matrix. Take out the walls to open up new exits if you find yourself trapped.



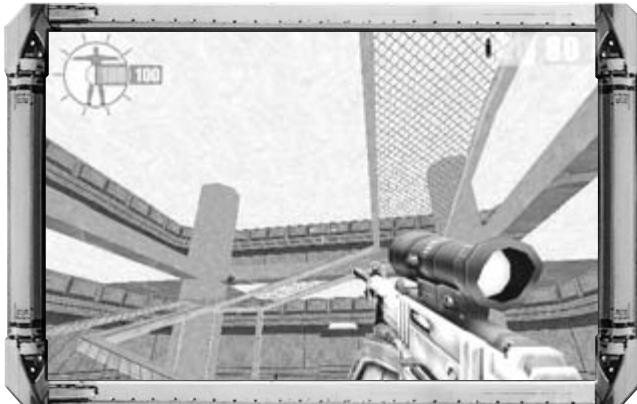
The long hallways offer little cover. You have to hide out in the maze of rooms.



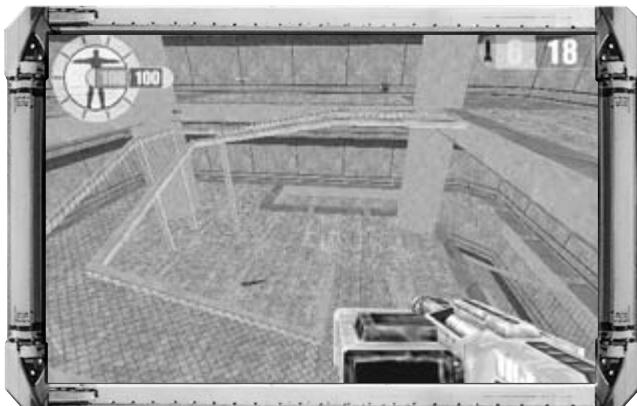
...blast a hole in the wall and go out another way.

DM_010.rfl

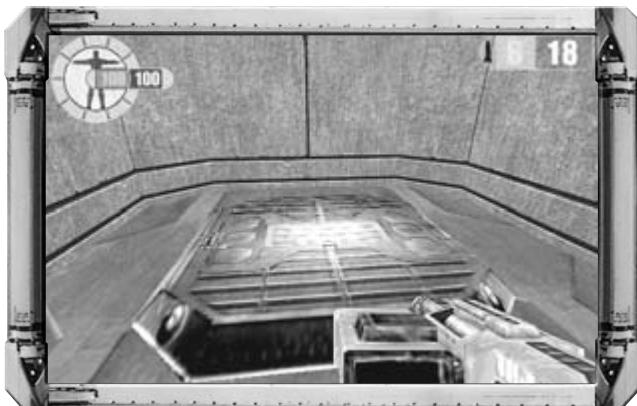
The open center of the level allows for level-to-level fighting. Just be careful as you ascend the ramps; enemies may lurk in every direction. The high ground has many advantages, including a perfect vantage point from which to blast enemies as they try to climb up. But the jump points establish a "back door" to the upper level, so watch out for people sneaking up behind you.



The ramps take you to the top. Be careful as you run up them; the enemy can be on all sides.



The high ground has many advantages.



But watch out for the jump points, which allow people to sneak up to the highest point.

DM_OII.rfl

This open-air citadel makes for some exciting multiplayer action. You have the danger of the other players plus the danger of the environment. One false step and you are history, so watch where you are running. The multiple floors give the enemy plenty of places to hide, so be careful as you hunt out all of them. The jump point in the central shaft is a quick way from the bottom to the top.



The open-air citadel offers exciting multiplayer action.



Just watch out for the last step; it's a doozy.



This jump point in the central shaft gives you a quick way from the lower level to the top.



Run and jump from the second level to the roof of the building in the courtyard's center.

DM_OI2.rfl

This level introduces something entirely new: the damage amp. Do battle in and among the rooms bordering the central courtyard on multiple floors. Jump out from the second floor to reach the roof of the building in the center.



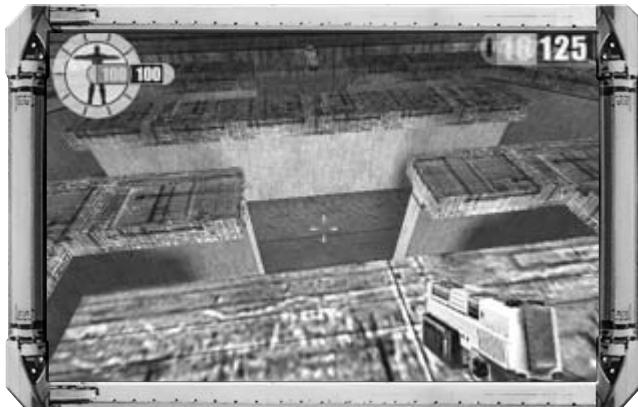
This is the damage amp.



Do battle in the rooms surrounding the central area.

DM_OI3.rfl

This maze offers some interesting opportunities for multi-player action. If you can reach the center platform you can snipe the other players, who run around chasing the other rats inside the maze. Look for invulnerability pick-ups on this map as well as the previously introduced damage amp.



Snipe at the other rats in the maze from this central platform.



Crouch down underneath the cover of maze dividers to find weapons and ammunition pick-ups.



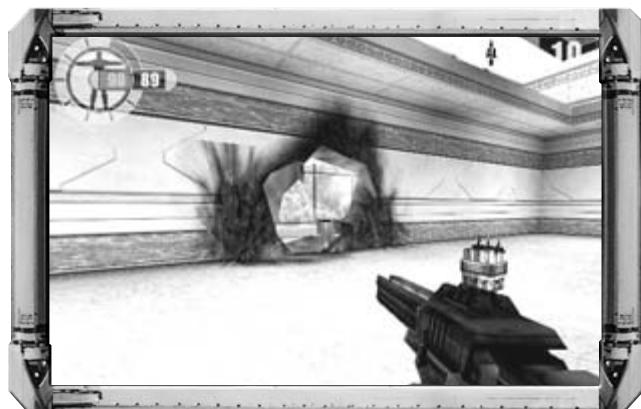
The corridors are narrow, so be wary. Room to maneuver is scarce.

DM_OI4.rfl

The central room of this map lacks doors at the beginning, a small problem if you are one of the players inside. Use the rocket launcher to blast through the walls and gain access to the rest of the level. From there you can maneuver up to the many windows overlooking the central room. Any players wandering back into the room will be easy pickings from these vantage points.



Initially this room has no exits.



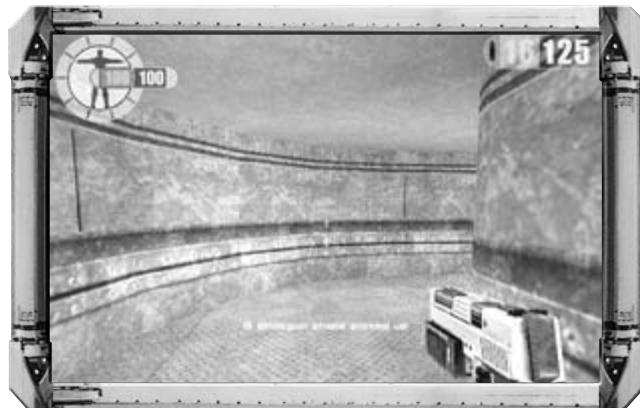
Use the rocket launcher to make your own.



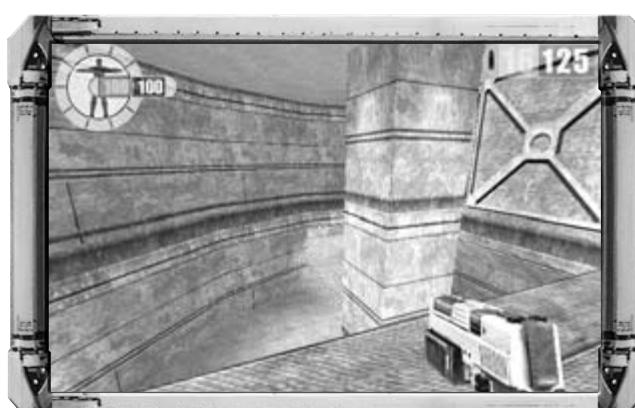
The narrow corridors lead to the windows overlooking the central room. From there you can pick off any enemies that wander in.

DM_OI5.rf1

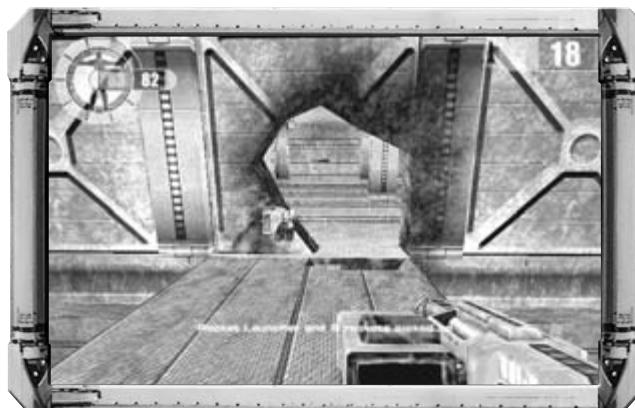
This fortress features narrow corridors and exposed walkways. You have to keep moving to do well on this multi-player map. Get caught on one of the walkways and you could be surrounded on all sides by the enemy. Watch for places to blow through the walls and find secret stashes of goodies.



The narrow corridors prevent strafing, so be ready for the enemy.



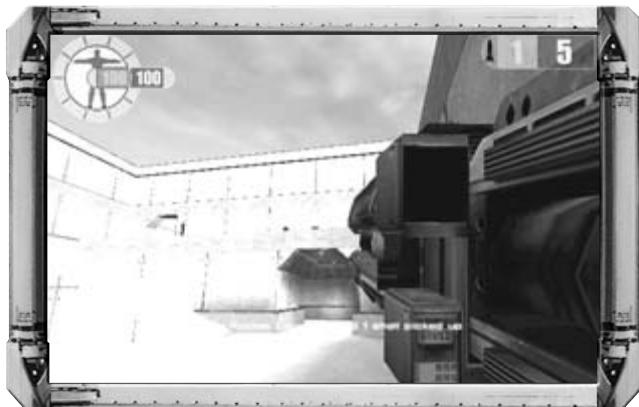
This walkway is too exposed; get across it quickly.



Blow a hole in the far end of the walkway to enter the area beyond.

DM_OI6.rf1

Do battle around a central courtyard on this level. Work your way up to the top and in and around the outer perimeter. Small rooms downstairs provide cover and a place to hide when fighting the other players.



This is the central courtyard. You can take the lower exits, or climb the ramp and take the upper ones.



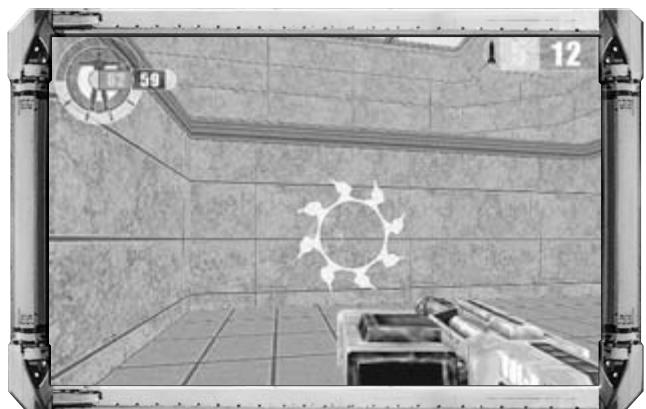
Rooms like this one offer cover when you need a break.



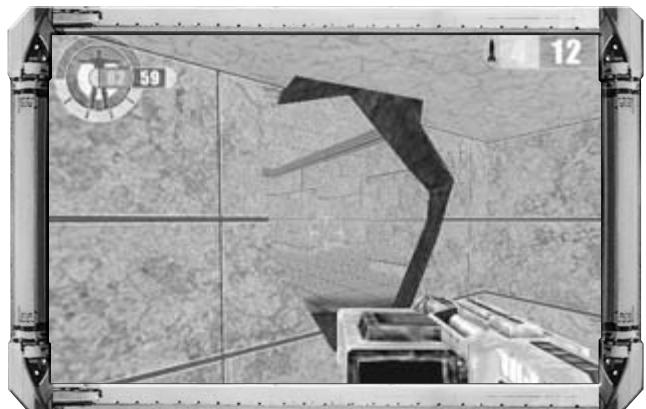
The flame thrower works well in the tight confines of these hallways.

DM_OI7.rfl

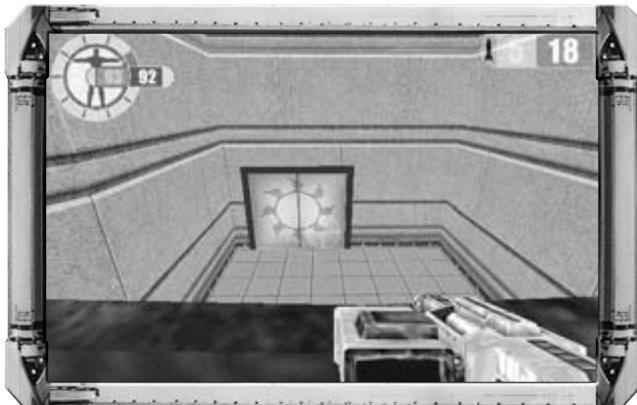
This level has tons of secret rooms, available only if you use your Geo-Mod weapons in the right spots. Look for the graffiti like on previous levels or the Ultor corporate logo. At the corners of the main room sit great platforms from which to kill the enemy. The only problem with the platforms is they can be approached from two sides, making them harder to defend.



Look for the Ultor corporate logo. There's a secret room on the other side.



You can use these rooms for cover.



There are also great spots like this one for looking over your surroundings. Here you can pick off anyone coming through this door.

DM_OI8.rfl

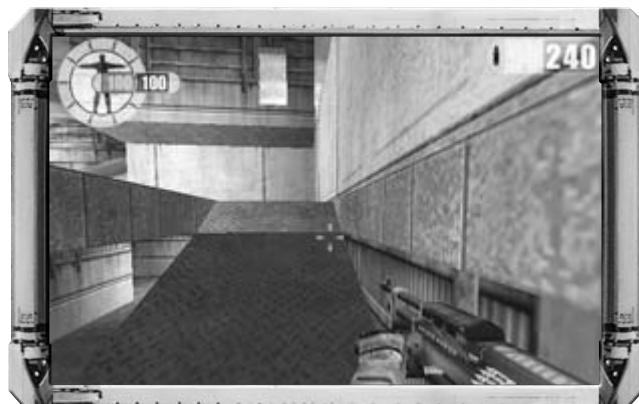
This fortress has some great spots to attack from, like the four rooms overlooking the main courtyard from the highest point. You can stand up there and cover almost the whole area. From down below, your fields of fire can be limited, so don't get stuck down there.



If you wind up in the bottom levels, get out quickly. Your fields of fire are quite limited.



The four rooms overlooking the main courtyard from the highest point of the level are great spots to make your stand.



Watch out when you climb ramps like this. You can get shot from guards above and behind you

